

Arseniy Kouzmenkov

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EDUCATION

- University of Alberta** Edmonton, AB
 - BSc Honors in Computing Science — GPA: 3.7* *September 2017 - December 2020 (Expected)*
 - Relevant Coursework:** Introduction to Software Engineering, Operating Systems Concepts, Computer Networks, Security in a Networked World, Computer Systems and Architecture, Machine Learning, Performance Modelling.
 - Scholarships:** International Student Scholarship (2017 - Present), International Advanced Placement Scholarship (2017), International Country Scholarship (2017), University of Alberta Undergraduate Scholarship (2018)
 - Dean's Honor Roll:** For 2017 - 2018 and 2018 - 2019 academic years.

EXPERIENCE

- University of Alberta** Edmonton, AB
 - Head Undergraduate Teaching Assistant* *September 2019 - Present*
 - Managed a team of 9 Teaching Assistants, coordinating assignment grading and office hours.
 - Developed and checked assignments and other course resources in C++ and Python.
- Arista Networks** Vancouver, BC
 - Software Engineer Intern* *May 2019 - August 2019*
 - Adapted old CLI command output method to work asynchronously in C++, fixing a hard to reproduce bug and improving platform stability at scale.
 - Designed and implemented a C++ framework to add generic counters to event occurrences, increasing the amount of available debugging information.
 - Redesigned CLI command output using C++, improving command extensibility.
- University of Alberta** Edmonton, AB
 - Undergraduate Teaching Assistant* *September 2018 - April 2019*
 - Held office hours and attended class in order to aid students with course content in C++ and Python.
- WCB Alberta** Edmonton, AB
 - Business Analyst Summer Student* *May 2018 - August 2018*
 - Developed automated smoke and regression tests in C# using CodedUI, improving testing time by 40%.
 - Built an internal website using HTML, CSS and jQuery, improving time for users to reach necessary files by 15%.
 - Organized and ran test automation training for 15 people across multiple teams.

PROJECTS AND COMPETITIONS

- Vitabu:** Designed and developed a decentralized book borrowing app on Android using Firebase. Managed the task distribution among six team members.
- Arduino Air Hockey:** Created a game in C++ for the Arduino platform with a realistic physics engine.
- ICPC 2018 Rocky Mountain Regional Contest:** Placed 23rd out of 64.
- The Name of The Game:** Third place in Hacked 2018 hackathon. It is a platformer meant to introduce children to basic programming concepts. Wrote the API and parser for handling user input in C++.
- Alberta Collegiate Programming Competition:** Second place in Division 2.

SKILLS

Software: (*Proficient*): C/C++, Python, Linux, Git, Perforce
(*Familiar*): Java, SQL, C#, MATLAB, Gem5, CodedUI, SQLite, Firebase, Arduino, Android

LEADERSHIP AND EXTRACURRICULARS

- Lambda Chi Alpha Fraternity:** President (2020 - Present), Recruitment Chair (2019 - 2020) and Fraternity Education Officer (2019 - 2020), Academic Chair (2018 - 2019).
- UAlberta Scuba Club:** Elected as the Vice President of Information for 2017 - 2018 academic year.
- Residence Services:** Volunteered as a Peer Tutor in Lister Centre for the 2018 - 2019 academic year.