Arseniy Kouzmenkov

Software Engineer

3rd year Computing Science Honors student at the University of Alberta with an interest in OS, L2/3 Networking and Cyber Security.

✉ kouzmenk@ualberta.ca

📍 Edmonton, Canada

in linkedin.com/in/arseniykd

📱 +1(780)6671547

🌐 arseniykd.github.io

github.com/ArseniyKD

WORK EXPERIENCE

Software Engineer Intern
Arista Networks

05/2019 – Present *Vancouver, BC*
Software Driven Cloud Networking for Data Centers

Achievements/Tasks
- Worked with L2/3 Network Routing

Undergraduate Teaching Assistant
University of Alberta

10/2018 – 04/2019 *Edmonton, AB*
Introduction to Tangible Computing I, II

Achievements/Tasks
- Held office hours to help students with their assignments.
- Helped students during class with understanding the course material and debugging Arduino issues.

Business Analyst Summer Student
WCB Alberta

05/2018 – 09/2018 *Edmonton, AB*
Provincial workplace injury insurance provider

Achievements/Tasks
- Automated the manual tests for web based software.
- Taught the CodedUI automation framework to the rest of the team.
- Developed an internal website for the Business Services Coordination team.

Software Development Job Shadow
YZER Group

06/2017 – 08/2017 *Dubai, UAE*
Luxury house, car and yacht rental / leasing

Achievements/Tasks
- I was trained in Software and Web development practices, Linux OS and Database Architecture.

EDUCATION

Honors Computing Science
University of Alberta

09/2017 – Present *Edmonton, AB*
Courses
- Software Engineering I, Computer Networks, Operating Systems, Cyber Security, Database Management I, Computer Organization & Architecture I, Applied Statistics I, II

SKILLS

C++ · C · Java · Python · TACC · SQL

Git · Arduino · Firebase · CodedUI

Perforce · Linux · Android Development

OOAD · LaTeX · Leadership · Presentation

PROJECTS & COMPETITIONS

Vitabu (02/2019 – 04/2019) ↗
- Created a decentralized book borrowing Android app powered by Firebase with a team of 6 students for the Software Engineering I class.

Retro Bullet Hell (03/2018 – 04/2018)
- Created a retro style bullet hell game in PyGame that was written in a modular and extensible way. This project was done for the Introduction to Tangible Computing II class.

Name of The Game (02/2018) ↗
- HackEd 2018 project that was intended to introduce children to programming in a UNIX like environment. Got 3rd place.
- I wrote the API and parser that converted user input and programs into correct function calls.

Arduino Air Hockey (11/2017 – 12/2017) ↗
- Made an Air Hockey game for the Arduino. This project was done for the Introduction to Tangible Computing I class.

ICPC Rocky Mountain Regional Contest (11/2018)

Alberta Collegiate Programming Competition (10/2017)
- 2nd place in Division 2

ACHIEVEMENTS

Scholarships at University of Alberta
International Student Scholarship, International Advanced Placement Scholarship, International Country Scholarship, University of Alberta Undergraduate Scholarship

Dean's Honor Roll at University of Alberta