

# Artyom Gabtraupov

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## EDUCATION

<b>Bachelor's Degree Computer Science Co-op</b> University of Waterloo, Waterloo, ON	Sep 2024 - Ongoing
<b>Bachelor's Degree Computer Science Co-op (GPA: 96.33)</b> University of Guelph, Guelph, ON	Sep 2023 - Apr 2024

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## SKILLS

<b>Languages</b>	C++, Python, C#, TypeScript, Bash, R
<b>Tools</b>	React, Git, Next.js, React Native, Unity, Tensorflow, Google Colab, Unreal Engine, Valgrind, GDB
<b>APIs</b>	REST APIs, Firebase, OpenAI API, Selenium Webdriver, Google Cloud

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## PROJECTS

<b>Aug 2024</b>	<b>Website for a Tailoring Brand</b>   <i>React, Next.js</i>	<a href="https://gatalinie.com">https://gatalinie.com</a>
<ul style="list-style-type: none"><li>Developed and launched a fully responsive e-commerce website that improved client outreach, generating \$10,000 in revenue within three months.</li><li>Integrated client-requested custom functionalities using React and Next.js.</li></ul>		
<b>Mar 2024</b>	<b>Mitosis Cell ML Image Sorter</b>   <i>Google Colab, Tensorflow</i>	<a href="https://artyomg.com">https://artyomg.com</a>
<ul style="list-style-type: none"><li>Solo-developed a deep learning program using CNN to classify images based on stages of mitosis.</li><li>Achieved 85% accuracy in image classification tasks on medical datasets.</li><li>Placed 2nd in the annual science fair competition among 100 other solo participants</li></ul>		
<b>Jun 2024</b>	<b>FitFeed Mobile App</b>   <i>React Native, Firebase, Google Cloud</i>	<a href="https://github.com/Artyom-G/FitFeed">https://github.com/Artyom-G/FitFeed</a>
<ul style="list-style-type: none"><li>Led a team of four to build a native cross-platform social exercise app for iOS and Android.</li><li>Implemented Firebase for real-time workout storage and Google Cloud for secure user authentication.</li></ul>		
<b>Nov 2023</b>	<b>EcoSim</b>   <i>Unity, Blender</i>	<a href="https://artyomg.itch.io/ecosim">https://artyomg.itch.io/ecosim</a>
<ul style="list-style-type: none"><li>Managed a team to create a 3D ecosystem simulator in Unity using Object-Oriented Programming (C#).</li><li>Utilized Perlin Noise algorithms to generate randomized terrains for ecosystem simulations.</li></ul>		

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## EXTRACURRICULARS

<b>Sep 2024</b>	<b>Firmware Design Team at UW Orbital</b>	<a href="https://www.uworbital.com">https://www.uworbital.com</a>
<ul style="list-style-type: none"><li>Low-level programming in C, implementing functional logic for a 3U CubeSat with the goals of launching into space in summer of 2025</li><li>Development of the subsystem and testing them to make sure they are ready to go into orbit</li></ul>		
<b>Apr 2023</b>	<b>Events Team Manager at SOCIS</b>	<a href="https://socis.ca">https://socis.ca</a>
<ul style="list-style-type: none"><li>Led the events team in organizing hackathons, workshops, and tech meetups, attracting over 100 attendees.</li><li>Spearheaded the SOCIS website redesign using Next.js to increase event registration efficiency.</li><li>Collaboratively worked on the club website with Next.js, tRCP and GitHub</li></ul>		