Artyom Gabtraupov

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Education

Bachelor's Degree of Computer Science (Co-op)
University of Waterloo, Waterloo, ON **(GPA: 92.20)**   - Ongoing
University of Guelph, Guelph, ON **(GPA: 96.33)**   - Aug 2024 (Transferred Out)

Skills

Languages	C++, Python, C#, JavaScript, Bash, R, Lisp
Tools	React.js, Git, React Native, Unity, Next.js, Flask, Valgrind, GDB, PostgreSQL, CMake, Tensorflow
APIs	REST APIs, Firebase, Google Cloud, Amazon AWS, OpenAI API, Selenium Webdriver, Discord
Misc.	OOP, Backend, Frontend, Fullstack, Design Patterns, ORM, Functional Programming

Projects

Dec 2024   **Pokéle Fullstack Development Game|** *Flask, React.js, Postgres*   *https://pokele.artyomg.com*
- Backend server written with Flask in Python which refreshes daily to provide new solutions for a Wordle-esque web game in combination with SQLAlchemy, an ORM for a Postgres Database.
- Frontend webpage written in React.js and Vite that queries for data from the backend server.

Aug 2024   **Website for a Tailoring Brand |** *React, Next.js*   *https://gatalinie.com*
- Developed and launched a fully responsive e-commerce website that improved client outreach, generating $3,000 in revenue within three months for a starting business.
- Integrated client-requested custom functionalities using React and Next.js.

Jun 2024   **Mitosis Cell ML Image Sorter |** *Jupyter Notebooks, Tensorflow*   *https://artyomg.com*
- Solo-developed a deep learning program using CNN to classify images based on stages of mitosis.
- Achieved 85% accuracy in image classification tasks on medical datasets.
- Placed 2nd in the annual science fair competition among 100 other solo participants.

Mar 2024   **FitFeed Mobile App |** *React Native, Firebase, Google Cloud*   *https://github.com/Artyom-G/FitFeed*
- Led a team of four to build a native cross-platform social exercise app for iOS and Android.
- Implemented Firebase for real-time workout storage and Google Cloud for secure user authentication.

Nov 2023   **EcoSim |** *Unity, Blender*   *https://simmer.io/@TurboKozel/icosim*
- Managed a team to create a 3D ecosystem simulator in Unity using Object-Oriented Programming (C#).
- Utilized Perlin Noise algorithms to generate randomized terrains for ecosystem simulations.

Experience

Sep 2024 - Ongoing   **Firmware Design Team at UW Orbital (Cube Satellite Team)**   *https://uworbital.com*
- Developing low-level firmware for a 3U CubeSat as part of the Canadian Satellite Design Challenge (CSDC), a national competition aimed at designing CubeSats for space deployment.
- Created an I2C driver to interface with the LM75BD temperature sensor, enabling real-time temperature. monitoring and telemetry data collection on the CubeSat.

Apr 2023 - Sept 2024   **Events Team Manager at SOCIS (Society of Comp. and Info. Sciences)**   *https://socis.ca*
- Led the events team in organizing hackathons, workshops, and tech meetups, attracting over 100 attendees.
- Spearheaded the SOCIS website redesign using Next.js to increase event registration efficiency.
- Collaboratively worked on the club website over Git with Next.js, Tailwind, tRCP and Vercel.