

Daniil Zinovyev

Computer, Mathematical and Statistical Sciences

Email: daniil.zinovyev@mail.utoronto.ca

Phone: (647) 779-4408

Website: www.daniilzinovyev.com

GitHub: github.com/DanZinov

SUMMARY OF SKILLS

Technical

- **Programming Skills:** Python, C#, Git, HTML, Java, C++, C, WPF, .NET, SQL, AngularJS, React, Android SDK, R.
- **Computer Skills:** Unity, Unity3D, Android, Visual Studio, Wing IDE, LINUX (Ubuntu), Adobe Photoshop, Adobe Premiere, Microsoft Office, Microsoft Windows (7, 8, 10)

Interpersonal

- Excellent leadership and communication skills, obtained by working and leading multiple computer science projects at university
- Strong ability to work independently, developed from working on personal independent projects
- Fast learner, can adopt and learn new languages and software programs in a short period of time. Obtained from self-learning new software and programming languages, as well as working with several types of software programs since middle school
- Enhanced time management and hard-working skills, able to complete assignments before deadlines at school and volunteering experiences

EDUCATION

University of Toronto Scarborough

September 2016 - Present

Candidate, Honours, Bachelor of Science in Mathematical and Computer Sciences, Third Year

Anticipated Graduation Date - April 2020

RELEVANT EXPERIENCE

Coordinator of Computer Science Club, Markham, ON

October 2015 – March 2016

Tutored programming to members of the Computer Science Club and helped students to develop better problem-solving skills

Developed leadership, punctuality and coordination skills during the time of being in the club

University of Toronto Teacher Assistant

September 2016 – December 2016

Helped students with transition from high school environment to university

Tutored a variety of different Mathematics and Computer Science courses

University of Toronto Coding Challenge

September 2018

Participated in Google coding competition and my team finished in 7th place out of 82 teams

PROJECT EXPERIENCE

Sudoku Solver: Python, OOP

May 2017 – August 2017

Created an object-oriented program that would solve a regular 9 by 9 Sudoku. The program interacts with the user through keyboard and mouse to get the required numbers for the Sudoku to be solved.

Snakes and Ladders: Python, Linked Lists, OOP

March 2017

Two players interact with the game through the keyboard to make their turns, the first person to make it to the end of the board with the certain amount of step size - wins

Forgotten Treasures: C#, Unity Engine, OOP, JavaScript

September 2017 – January 2018

This is an Idle Clicker game that has many different worlds to explore, mine different resources and upgrade the mining skills

Make Light: C#, Unity Engine, OOP, SQL

July 2018 – August 2018

Make Light is a puzzle game where you have to create a circuit consisting of different parts; if the circuit is connected correctly, the light bulb will light up

Personal Website: HTML, JavaScript, CSS, GitHub Pages

May 2018 – August 2018

My personal website where you can find all of my projects and explore them more in depth

Tic Tac Toe: C#, WPF, Visual Studio 2017

September 2018

Regular Tic Tac Toe game that can be played through a UI

Real Time Image Recognition: Python, TensorFlow, Mobilenet

September 2017 – June 2018

Created dataset of images of buildings from the Warcraft III video game and trained a model to detect those buildings on the screen in real time