Daniil Zinovyev

Computer, Mathematical and Statistical Sciences
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SUMMARY OF SKILLS

Technical

- **Programming Skills: Java** (6 months)**, C** (6 months), **C++** (6 months), **C#** (1 year), **WPF** (1 year), **Python** (3 years), **JASS** (6 months), **SQL** (6 months), **.NET** (6 months), **Android SDK** (1 year), **HTML** (2 years), **R** (1 year), **AngularJS** (6 months), **Git** (2 years), obtained from doing personal projects and undergraduate Computer Science courses
- **Computer Skills:** Unity, Unity3D, Android, Visual Studio, Wing IDE, LINUX (Ubuntu), Adobe Photoshop, Adobe Premiere, Blender Computer Graphics Software, Microsoft Office, Microsoft Windows (7, 8, 10)

Interpersonal

- Excellent leadership and communication skills, obtained by working and leading multiple computer science projects in high school
- 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

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 2017**

- Helped students with transition from high school environment to university
- Tutored a variety of different Mathematical and Computer Science subjects and making sure that the students do not fall behind in studies

University of Toronto Coding Challenge **September 2018**

- Participated in Google coding competition in a team against other University of Toronto students.

PROJECT EXPERIENCE

Sudoku Solver **May 2017 – August 2017**

- Created an **object-oriented program** that would solve a regular 9 by 9 Sudoku in **Python** using **Wing IDE**
- The program interacts with the user through keyboard and mouse to get the required numbers for the Sudoku to be solved
- While developing the Sudoku solver, I have obtained more knowledge about efficiency and optimization of the program to make the runtime shorter

Snakes and Ladders — March 2017

- A game created in **Python** using **linked lists** and **object-oriented programming**
- 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 — September 2017 – January 2018

- A mobile game created in **Unity Engine**, with the help of **C#** and **JavaScript** programming languages
- This is an Idle Clicker game that has many different worlds to explore, mine different resources and upgrade the mining skills
- The game heavily uses **object-oriented programming** and has expanded my knowledge of C# programming language and **Unity** game engine.

Make Light — July 2018 – August 2018

- A mobile game created in **Unity Engine**, with the help of **C#** and **SQL** programming languages
- Make Light is a game where you have to create a circuit consisting of different parts; if the circuit is connected correctly, the light bulb will light up
- This is the second **Unity** project, that gave me a much deeper understanding of **C#** programming language and **object-oriented programming**

Personal Website — May 2018 – August 2018

- Website was created using **HTML**, **JavaScript** and **CSS** programming languages and hosted through **GitHub Pages**

Tic Tac Toe — September 2018

- A game created in **C#** and **WPF** programming languages, using **Visual Studio 2017**

Artificial Intelligence for Warcraft III — September 2017 – June 2018

- Programmed an A.I. in **JASS** programming language that Warcraft III game engine uses, and World Editor that integrated the A.I. into the map
- The A.I. uses different strategies depending on the player that it is facing, which makes it smarter and harder to beat than the regular Insane A.I. that is currently being used by Warcraft III

ACCOMPLISHMENTS

- Maintaining Honours title in all three years of my undergraduate studies at University of Toronto
- Received an award for Great Leadership and Coordination at the Thornhill Library
- Graduated as Ontario scholar/obtained honours in all four years of high school
- Received an award for having the highest mark in Computer Science in Secondary School