

Andrei Fedyna

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Location: NL | Eligible to work in NL & UK | Willing to commute / relocate | Available for internship

Summary

BSc Technical Computer Science student at the University of Twente, enrolled in the Honours Mathematics track. Focused on software-engineering with relation to AI/ML. Hands-on experience building distributed systems, full-stack web applications and embedded IoT prototypes. Practical exposure to data processing and report generation pipelines. Experienced in Agile/Scrum (sprint planning, daily stand-ups, backlog refinement and stakeholder demos).

Education

University of Twente — BSc Technical Computer Science

Enschede, NL

Expected graduation: July 2027 | Honours Mathematics Track (parallel to BSc) | GPA: 8.52 / 10

Relevant coursework (selected): Algorithms & Data Structures; Software Systems; Data Science & AI; Probability & Statistics; Databases; Complex Networks; Topology; IT & Law.

Pre-university (A-levels, GCSEs)

London, UK

Studied in London for 2 years prior to university; Relevant subjects: Further Mathematics, Mathematics, Physics.

Technical Skills

Programming Languages: Python (Advanced, 5+ yrs); JavaScript (Advanced); Java (Advanced); TypeScript (Familiar); C/C++ (Intermediate); SQL (Advanced); PHP (Familiar); Haskell (Familiar); Assembly (Familiar).

Frameworks & Libraries: NumPy; Pandas; Flask; Spring Boot; Vue.js; Node.js; FreeMarker; TensorFlow (basic); PyTorch (basic); jQuery; Jakarta EE; JDBC; RESTful APIs; AJAX; Fetch API; gRPC; WebSocket (basic); JavaFx; JavaMail; Apache PDFBox.

Tools & Platforms: Git; Linux (bash); Docker; Docker Compose; Maven / Gradle; AWS (basics); PostgreSQL; MySQL; SQLite; Jupyter; VS Code; IntelliJ IDEA; Raspberry Pi; Postman.

Core Competencies: Algorithms & Data Structures; Software Design & OOP; Distributed Systems & Networking; Embedded Systems & IoT; Data Engineering & ETL; Web Security & Authentication; Agile / Scrum.

Key Projects (selected)

- **Decentralized Network Messaging App** — Designed and implemented a decentralized P2P protocol and simulation supporting dynamic node join/leave, address allocation, window-size control and collision management. Built-in chat, allowing nodes to exchange messages; evaluated delivery reliability across variable topologies. (*Java, sockets, network protocol design*)
- **Topicus Collaboration Dashboard** — Full-stack REST platform with two user roles (teacher, coach), collaborative online document editing and a secure relational schema for student records and grades. Implemented role-based access and hashed authentication. (*Vue.js, Java, SQL, RESTful APIs*)
- **Raspberry Pi Smart Bike Light** — Embedded system integrating accelerometer and GPS sensors to automate brake and turn lights with adaptive user modes. Developed real-time sensor fusion algorithms, secure hashed user profiles, and a dynamic on-screen menu UI for system control. (*Raspberry Pi, Python/C, embedded Linux*)
- **Multiplayer Online Go** — Implemented an online multiplayer Go game with matchmaking and a solo mode against a lightweight heuristic/minimax AI. Java-based implementation with networking for game-state synchronization, basic lobby and persistent game records. (*Java, sockets, game logic*)

Experience

Freelance Developer (Spectrometer Data Processing App)

Summer 2025

Built an application to fetch and decode measurement data from an industrial LIPS analyzer database, transform results and generate technical reports (HTML/PDF) in multiple languages. Implemented robust parsing, field selection and batch export; responsible for requirements gathering, implementation, testing and deployment. (*Java, SQL, FreeMarker, PDF generation*)

Activities & Extracurriculars

- Personal web projects — Several full-stack applications (JavaScript, PHP, Python); portfolio available on request.
- Member, *InterActief* (University study association) — active in project teams, technical events, challenges.
- Dutch language courses — Currently studying Dutch (beginner, in progress).
- Multimedia & content creation — Experience with Adobe Photoshop and Premiere Pro for photo and video editing.
- Generative AI & prompt engineering — Practical familiarity with generative tools and prompt design for prototyping and experimental workflows.

Languages

Russian (Native) | English (Fluent, C1) | Dutch (Beginner)