

# Ilya Pivavaruk

Henderson, NV • (702) 815-5133

1ilya1gray@gmail.com

Portfolio: <https://ilyapivavaruk.github.io/>

[www.linkedin.com/in/ilya-pivavaruk-04bb78182/](https://www.linkedin.com/in/ilya-pivavaruk-04bb78182/)

## About

Recent computer science graduate (3.97 GPA), experienced in augmented reality and object-oriented software development.

## Education

### B.S. Computer Science, Summa Cum Laude Honors

Aug. 2018 – May 2022

University of Nevada, Las Vegas (UNLV)

- **3.97 GPA**, Dean's List
- **Notable courses:** compiler construction, **analysis of algorithms**, **data structures**, assembly programming, statistics, discrete mathematics, machine learning, digital image processing

## Professional Experience

### Augmented Reality Researcher/Engineer

May 2021 – May 2022

University of Nevada, Las Vegas (UNLV), Las Vegas, NV

- Research on the latest **augmented reality** technology
- Constructed **indoor navigation app** using C# and Unity3D coupled with AR Foundation libraries
- Published augmented reality software running on iOS and Android platforms

### Programming Instructor

May to Aug. 2019 – May to Aug. 2020

Code Central, Las Vegas, NV

- Taught students ranging from 6-18 years old **software development** (C++, C#, Python, Java), **web development** (HTML, CSS, Javascript), **robotics** (Raspberry Pi, Arduino), and video **game development** (Unity with C# and Unreal Engine with C++ and blueprints)

## Personal Projects

### Canny Edge Detection

- Built a Windows application to perform **edge detection** on images
- Used C# and .NET framework

### Augmented Reality Indoor Navigation App

- Developed an **augmented reality** indoor navigation app for IOS and Android
- Utilized Unity, AR Foundation plugins, C#, Python for server side

### Maze Machine Learning

- Programmed a **multi-generational A.I.** that learns how to traverse a maze
- Implemented using C#, Unity3D

## Technical Proficiencies

### Programming Languages:

**(Proficient):** C#, C++. **(Prior Experience):** Java, Python, HTML/CSS, Autolt, MIPS, x86-64 Assembly, React, MySQL

### Software:

.NET Framework, Eclipse, NetBeans, Unity3D, UnrealEngine4, Visual Studio, Office 365

### Platforms:

Windows, Linux, Mac OS