Ilya Pivavaruk

Henderson, NV • (702) 815-5133 1ilya1gray@gmail.com

Portfolio: https://ilyapivavaruk.github.io/ 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: digital image processing, analysis of algorithms, data structures, statistics, machine learning

Professional Experience

Software Engineer/Augmented Reality Researcher

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 **software development** (C++, C#, .NET Framework, 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 (Proficient): C#, C++. (Prior Experience): Java, Python, HTML/CSS, Autolt

Languages:

Software: .NET Framework, Unity3D, Visual Studio, Office 365

Platforms: Windows, Linux, Mac OS