KONSTANTIN KOVALCHUK

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EDUCATION

GPA: 3.67

University of Michigan B.S.E Honors in Computer Science Ann Arbor, MI

September 2018 - Present

Exp

Expected Graduation Date: May, 2022

Relevant Coursework: Intro to Operating Systems, Data Structures and Algorithms (C/C++), Intro to Computer Organization (C/ARM/LC-2K), Foundations in Computer Science, Electronic Circuits, Intro Logic Design(FPGA/Verilog/Quartus), Linear Algebra, Multivariable Calculus.

EXPERIENCE

Information and Technology Services Software Engineering Intern

Ann Arbor, Michigan May 2020 - August 2020

- Designed and Implemented Ansible Roles, Playbooks, and Inventories automating provisioning and deployment for over 12 machines for WiFi Testing System using Vagrant environments
- Executed and debugged installation for the ELK stack, Perfsonar network testing software, and RabbitMQ on Ubuntu Raspberry Pi testpoints and Centos Central Processing server
- Applied Creative thinking for setting up several working message pipelines to take our network-scan
 and Perfsonar testing data through Logstash filters and display it in Kibana creating a convenient
 way to analyze WiFi performance and to query database

ISUZU MDP Powertrain Team Software Engineer

Ann Arbor, Michigan January 2020 - Present

- Developed and incorporated Machine Learning models (ELM, SVM, etc) into ISUZU Matlab simulation toolbox allowing making accurate predictions up to 0.92 without expensive real testing
- Self-taught working with Python Scikit libraries and further developed other Python ML related skills in a Jupyter notebook environment.

SKILLS

- C++: OOP, Smart pointers, Memory management, STL, Heaps, PQs, Binary Trees, Arrays, Loops, Abstract Data Types, Testing, Debugging, Pointers, Stacks, Ring Buffers, Structured Programming, File Handling.
- Unix like Systems: System administration for Centos/Debian/Ubuntu installations. Packet installation with apt/yum/rpm managers. Program and network debugging through various logs.
- Vagrant: Creating easily modifiable VirtualBox Unix environments with multiple machines for software development and debugging.
- Ansible: Working with various Ansible playbooks and inventories. Writing roles for specific machines. Developing and setting controllable multi-machine environments.
- ELK stack: Implementation and configuration of Elasticsearch, Logstash, Kibana with RabbitMQ clusters for multiple-source data gathering, processing and displaying using several pipelines.
- Python: OOP, Pika module, Arrays, Sets, Inheritance, Loops, Sequences, Linear Search, Binary Search, Recursive Algorithms, JSON module, File Handling, Debugging, Testing.
- **Version control:** Working collaboratively on the team project using GitHub workflow. Working with third party open source software packages. Contributing new code back to the community.