

FADDEY (TED) SOLDATOV

ofc.TedSold@gmail.com

301-529-7073

[Github.com/LS10WorstCoder](https://github.com/LS10WorstCoder)

Tedsoldatov.netlify.app

Linkedin.com/in/ted-soldatov

Comp Sci @ University of Maryland, Baltimore County

Graduation 2026

Relevant Courses:

- Discrete Structures, Data Structures, Multivariable Calculus

EXPERIENCE:

Software Engineering Fellow – HeadStarter

July - Sept, 2024

- Worked with a team of upperclassmen to build and scale 4 react apps and 1 next.js app
- Learned 7 new features, libraries and frameworks: React, Next, Node, Python, JavaScript, REST APIs and Firebase

Research Assistant – Professor Tom Goldstein – UMD

June - November, 2023

- Wrote a script to process YouTube's 8M dataset for training data for Novel View Synthesis Diffusion Models - Python
- Primarily performed data analysis on 10k+ JSON objects for verification of pre-processing script validity

PERSONAL PROJECTS:

- ERBuilder - Downloadable application that optimizes a user's Elden Ring build using 10 different technologies and cloud services. Originally a web app hosted with firebase, now a dockerized react app that has been deployed locally with Kubernetes - React, JS, CSS, HTML, Docker, Kubernetes, REST APIs
- ER Gameplay Analyzer - Elden Ring specific, video classification model for advice on gameplay
 - Being built into ERBuilder as a SaaS application for gameplay analysis and advisor, placed behind a paywall using Stripe API to minimize the costs of cloud services for storage, training, and deploying -React, Python, HuggingFace, AWS S3, AWS SageMaker

CLUBS:

- Hack UMBC

TECH STACK:

- Languages (7): Java, Python, JavaScript, SQL, C++, HTML, CSS
- Frameworks (3): Node, Next, Clerk, JUnit
- Libraries (6): React, NumPy, Pandas, PyTorch, Keras
- Technologies (3): REST APIs, Hugging Face, Tensorflow
- Developer Tools (10): Git, Anaconda, Docker, Kubernetes, AWS (EC2, SageMaker, S3), Firebase, VS Code, Eclipse
- Platforms (3): Windows, Linux, Slack

SOFT SKILLS

- Planning project pipelines from start to finish including cost estimation reports with daily modifications
- Planning, building, and deploying finished applications in 48 > hour sprints for team hackathons