

Lavrenty "Larry" Orlov

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Skills Summary

- Bilingual verbal and written proficiency in Russian and English
- Experience with C, Kotlin for app development in Android Studio, Python programming through PyGame and OpenCV libraries, Java, and C# for Unity game engine
- Strong communication skills and eagerness to collaborate with people across cultures
- Experience using AI tools such as Microsoft Copilot
- Experience with version control in GitHub
- Proficient in Microsoft Office Suite

Education

Bachelor of Science in Computer Science

Washington State University, Pullman, WA

GPA: 4.0

Projects

AI vision for robotic submarine using Python's OpenCV library

Aug 2025 - Present

- Contributing to multi-disciplinary project with 30+ students at WSU Palouse RoboSub Club
- Developing robotic submarine to compete at annual competition with 40+ academic institutions from 7 countries

Android app in Android Studio with Kotlin programming language

Jun 2025 - Present

- Developed an image text translator app that recognizes 20+ languages with optical character recognition and translation models
- Could potentially help 22% of US population learn English; planning to publish to Google Play Store in 2025

Text-based adventure game with 85+ outcomes in AP Computer Science A

Apr 2023 - Jun 2023

- Showed to software engineers from Google and Amazon during project showcase

3-dimensional video games in Unity game engine using C# scripts

Sep 2022 - Jun 2024

- Designed games: 2-person boulder survival, infinite runner, soccer penalty shooter, math-based fantasy runner
- For each project, dedicated between 2 months and a semester by collaborating with teachers and classmates, and utilizing resources like ChatGPT to solve complex code problems
- Showed demonstrations of finished projects to classes of over 30 students

2-dimensional video games with Python

Jun 2020 - Aug 2021

- Designed games with PyGame Python library: 2-player soccer game, soccer penalty shooter, island survival
- For each project, dedicated 2-4 months to solve complex code problems

Leadership

Ukrainian Student Ally, Ballard High School, Seattle, WA

Jan 2024 - Feb 2025

- Organized two annual school-wide events, helping three Ukrainian students deliver speeches in English and Ukrainian to about 1,700 people about Russia's invasion of Ukraine

Activist Project Leader, Ballard High School, Seattle, WA

Oct 2023 - Jun 2025

- Led weekly meetings with school's principal, assistant principal, teachers, and district leaders to decide how to cover up 41 swastika-like symbols previously installed on school's campus
- Gathered input from student cultural organizations like Jewish Student Union to create informative signage about school's history and organize a school-wide artistic mural project to celebrate school's cultural diversity

Certifications

- "Fundamentals of Deep Learning Certificate of Competency," NVIDIA **Attained Nov 2025**
- "Unity Certified User: Programmer," Pearson **Attained Jan 2024**
- "Washington State Seal of Biliteracy,"
Office of Superintendent of Public Instruction **Attained Oct 2022**

Awards

- Washington Award for Vocational Excellence, Washington Student Achievement Council **Jun 2025**
- Voiland Dean's Scholarship, Washington State University **Jun 2025**
- Washington State Honors Award, Office of Superintendent of Public Instruction **Jun 2025**
- Washington State Opportunity Scholarship,
Washington State Opportunity Scholarship Foundation **Apr 2025**
- Regents Scholars Award, Washington State University **Jan 2025**
- Distinguished University Achievement Award, Washington State University **Sep 2024**
- "Certificate of Excellence for Outstanding Achievement" in Python & App Development at University of Washington summer camp, Lavner Education **Jun 2024**
- "Instructor Choice" in 3D video game design, GameU **Jul 2023**