Maxim Nyanin

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EDUCATION:

University of Toronto Mississauga *Sept. 2019 – Present*

Honours Bachelor of Arts, Digital Enterprise Management Specialist

- 3rd year GPA 3.76
- Relevant Courses: Software Design, Software Tools and Systems Programming, Speculative Design

Sheridan Certificate in Digital Communications

- Relevant Courses: Web Culture and Design, Theory and Practice of Animation

SKILLS:

- **Technical skills:**
  - Experience with the **agile design** practices
  - Programming **languages**: Python, Java, HTML, CSS
  - Designing **program tests** and **web application prototypes**
  - **Creative digital tools**: Adobe Photoshop, Illustrator, Blender

- **Non-technical skills:**
  - **Fast learner**
  - Exemplary **teamwork skills**
  - Excellent **time management** and **self-organization**
  - Clear **oral** and **written communication**

EXPERIENCE:

University of Toronto Mississauga: *PyJaC Hackathon Winner* *2022*

- Designed Timer and Container classes that significantly simplified the code structure and allowed for the use of projectile parabolic motion and the player jumping mechanic, which was recognized positively by the rest of the team.
- Implemented a test module using Python's unittest library that helped catch player control bugs after merging branches and improved the quality of the final product allowing our team to win the competition.
- Designed and kept track of the sprint backlog for a team of 3, that helped break the project down into user stories and smaller code tasks, each with respective owner, visualize the scope of the project, and improve team coordination.
- Suggested and implemented several gameplay features such as the player blocking mechanic and the projectile cooldown system, which made the player experience more challenging and was positively received by the judges.

University of Toronto Mississauga: *Software Design Group Project Team Member* *2021*

- Collaborated on designing a test module that helped capture major input errors and saved time on debugging at the further stages.
- As a scrum master for a team of 4, designed the project map, ensured the sprint log is up to date, and the deadlines are met, which enhanced team's performance and collaboration.

- Suggested and contributed to the implementation of the MVC and Strategy design patterns, which simplified the code and allowed to add more functionality later on.

University of Toronto Mississauga: *Research Opportunity Assistant* *2021*

- Under the professor's supervision, designed a code for analyzing large sets of text and call data with more than 40,000 entries, which helped further examine modern trends in communication and support the research's publication.
- Designed an algorithm for analyzing data that decreased the program's execution time from 15 to 4 minutes and allowed to compare different trends such as median and average more efficiently.
- Tested individual code blocks on the smaller sample input data files, which helped identify bugs at the early stages and ensure precision of the further calculations.
- Collaborated with 4 team members who had trouble using analytical technology required for the course helping increase the group's productivity and understanding of the task.

University of Toronto Mississauga: *Data Analysis Group Project Team Member* *2019*

- Analyzed my partner's code and solved the problem of missing entry values, which resulted in more accurate results and a high grade for the assignment.
- Communicated with the partner on the questions of code design and made sure the deadlines are met.

References: available upon request