

EDUCATION

- **University of Bristol** Bristol, UK
BSc (Hons) Computer Science 2019 - 2022

SKILLS

Languages Python, C, Go / Golang, C#, JavaScript, Java

Technologies ReactJS, Vue.js, WPF, Git

Fluent in English, Ukrainian, Russian

WORK EXPERIENCE

- **Optiver** Amsterdam, NL
Software Engineer Intern Jun. 2021 - Aug. 2021
 - Implemented optimised C# WPF GUI for viewing 2M+ data feeds
 - Took ownership of design and technical decisions, consulting and communicating directly with end users
- **University of Bristol** Bristol, UK
Teaching Assistant Oct. 2020 - May. 2021
 - Taught Imperative Programming, Mathematics for Computer Science A, and Algorithms I
- **Commerzbank AG** London, UK
Software Engineering Intern Jun. 2020 - Sep. 2020
 - Developed React frontend for application that retrieves, views and edits nested bond information
 - Developed full-stack log monitor using React & Go for at-a-glance performance/health analysis
 - Used WebSockets & React-vis to display graphs of real-time data streams
 - Led to wider adoption of cloud technologies throughout bank as a result of presentations, proof-of-concept work and creation of documentation & tutorials as part of my team
- **Oxford Economics** Oxford, UK
Software Development Intern Jul. 2018 - Aug. 2018
 - Developed & analyzed use cases for chatbot that queried APIs and presented economic reports in chat
 - Implemented spell check functionality by integrating a search engine, reducing invalid requests

LEADERSHIP EXPERIENCE

- **University of Bristol Computer Science Society** Bristol, UK
President Jun. 2020 - May 2021
 - Led 15-strong committee to organize 20+ events with up to 100+ attendees
 - Initiated collaboration with EWB UCL and the University of Cambridge Competitive Programming Society

COURSEWORK

- **Game of Life**
Distributed and parallelized Game of Life
 - Implemented engine for many to many relationship between remote clients and Game of Life processes, displaying live progress, allowing pausing and saving progress on clients
 - Message passing between worker nodes, each processing a horizontal strip of the game of life world
 - Memory sharing between threads, each processing a vertical strip of the worker's horizontal strip
 - Achieved consistency through use of golang channels, connecting workers on AWS instances using rpc library
- **Unknown Signal**
Identifying function from noisy data points
 - Used linear regression to test possible functions, with k-fold cross validation to account for overfitting

ACHIEVEMENTS

Bris Hack 20 Environmental Category Winning Team

British Mathematical Olympiad 2018-19 Merit (top 1000 UK)