Mykola Nechyporuk
UK Citizen

io@mykola.cc
+44 7413766103

github.com/MechyKola
linkedin.com/in/mykolan

Education

- **University of Bristol** — Bristol, UK
  BSc (Hons) Computer Science — *2019 - 2022*
  - **On track for First**: Probability and Statistics – 99, Computer Systems B – 86

Skills

Languages Python, C, Go, C#, JavaScript, Java
Technologies ReactJS, Vue.js, WPF, Git
Fluent in English, Ukrainian, Russian

Work Experience

- **Optiver** — Amsterdam, NL
  Software Engineer Intern — *Jul. 2021 - Aug. 2021*
  - Implemented optimised C# WPF GUI for navigating and 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 chatbot for requesting and viewing 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 organise 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 parallelised 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 goroutines, each processing a vertical strip of the worker's horizontal strip
  - Achieved consistency through use of Go channels, connecting workers on AWS instances using rpc library

Achievements

Bris Hack 20 Environmental Category Winning Team
British Mathematical Olympiad 2018-19 Merit (top 1000 UK)