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Education and Qualifications

September 2014 – present: University of Sheffield – BEng Software Engineering: As a passionate final year student, I aspire to enhance and develop my skills to apply them in real life scenario's.

During my first year I covered: "Introduction to Software Engineering", "Foundations of Computer Science", "Java Programming", "Machines and Intelligence", "Devices and Networks", "Web and Internet Technology", and "Introduction to Algorithms and Data Structures".

The main topics of the second year were: "Advanced Programming Topics (Haskell)", "Human Centred Systems Design", "Automata,Logic and Computing" ,"Data Driven Computing (Data analysis with Python)", "Bio-Inspired Computing and Robotics" and "Software Hut".

Modules for the third year are as follow: "Adaptive Intelligence", "Speech Processing", "The Intelligent Web", "Research Project" (dissertation), "Japanese for Non-Specialists ", "Finance and Law for Engineers".

September 2012 – July 2014: Warminster School, Warminster, Wiltshire: A-level: Math (A), Russian (A*), Further Math (D), Physics (D).

September 2009 – June 2012: Gymnasium 10, Murmansk, Russia: 4 Exams (Grade A-B) including Maths/Further Maths, Physics, Computer Science, Russian (Equivalent of A level study) and 4 Exams (Grade A) including Math, Physics, Russian, Chemistry. (Equivalent of GCSE level study).

Work Experience

13.06.2016 - 02.09.2016: Summer placement at BT Technology, Service and Operations Department:

Main duties were:

- Design the application
- Creating a prototype of the application
- Develop application
- Bug tracing and fixing
- Providing up-to-date documentation and user guideline

My project was to build a web based application in R with Shiny framework. Application must connect to Oracle DB and fetch data from the table specified by user and provide visualisation for any data stored in that table. At the end of my placement I successfully completed my project and my line manager was delightful with release version of application. As extra, throughout my time at BT in TSO department I have enhanced my programming skills: knowledge of R language, its web framework - Shiny and solid understanding of Oracle DB. Besides practical skills, I have improved my soft skills, such as: leadership, initiative, communication, commercial awareness and network building. Moreover I attended number of presentation & lectures where I learnt more about machine & deep learning, big data, internet of things etc.

20.05.2015 - 31.05.2016: Part-time unpaid job Android Developer at Pikture LTD:

Main duties include:

- Development of the company application
- Creating a prototype of the application
- Design the application.
- Maintain application after deployment.

Throughout my time at Pikture LTD I have gained an outstanding understanding in mobile development, particularly for Android OS. I have covered a diverse range of topics, from application design (creating custom layouts/themes) to connecting applications to a web server.

20.05.2015 –10.10.2015: Part time job Seller/Driver, "Cossack Cuisine", 58 Eldon Street, Sheffield S1 4GT:

My main duties were:

- Deliver products to the event
- Setting up a selling place before an event
- Selling products
- After the event make sure that tent is closed (or strip the tent) and take all goods back to the unit.

20.12.2014 – 20.01.2015: Part time job Cashier, "KYM" Shop, Russia, Murmansk:

My main duties were:

- Customer service
- Quality control of goods in a shop

01.07.2014 – 28.08.2014: Part time job Cashier/ Operator of internal hardware, "KYM" Shop, Russia, Murmansk:

My main duties were:

- Customer service
- Maintain the work of tills, local network and main server.
- Troubleshooting
- Problem solving

During this period I have gained a great experience in working with local networks, regularly maintaining to prevent delays to service, and in case of

any faults I would urgently solve the problem. Additionally I also enhanced my experience in customer service skills, teamwork and leadership.

01.07.2013 – 03.09.2013: Part time job Sales Assistant, "KYM" Shop, Russia, Murmansk:

My main duties were:

- Customer service
- Regularly conducted stock counts
- Quality control of goods in shop

During this period of time I have gained outstanding skills in customer service, managing stock levels and reordering stock when necessary.

01.07.2013 – 25.08.2013: Part Time job Junior of Computer Engineering, Individual employer, Russia, Murmansk:

My main duties were:

- Create and uphold customer relations
- Assist Senior Engineers in repairing hardware, PC, laptops and mobile devices
- Searching and ordering specialist components

During this time I have learned about internal components of computers, how they work together, how to maintain the functionality of computers and how to repair them. In addition I have gained skills in customer service, communication, outsourcing specialist components and to effectively work in a team with a Senior Engineer.

Skills

- **Communication –** Over the whole work experience so far I have communicated with different types of customers, tried to find the best way to understand their needs and helped them if they were doubt.
- **Customer service –** While working as a cashier, I had always tried to give the customers the best service to encourage repeat customers building a personal rapport.
- **Teamwork/Leadership –** During my work experience I have worked in a variety of different teams, this allowed me to build my personal relationship skills with colleagues; learning to effectively build a dynamic relationship with team members.
- **Languages** – Native Russian/Ukrainian speaker. Excellent standard of English (IELTS – 7.0). Can speak and write in German and Japanese at Beginner/Intermediate level.
- **IT Skills –** Proficient in Microsoft Word, Excel, regularly testing my knowledge through challenging scenarios throughout my work experience opportunities. In addition I have acquired an extensive knowledge on computer components, repairing and maintaining computers/networks; knowledge in Web development (HTML, CSS, Ruby on Rails, JQuery, JavaScript and JS frameworks, such as: Angular.js , Meteor.js, Node.js and React.js) ,programming (C#, Java, Python, Ruby, Haskell, Android development, R) and databases - SQLite, MySQL, Oracle DB and MongoDB.

Extracurricular activities.

- **Sheffield Startup Weekend -** Over the weekend within a team of 5 people, worked on an idea of new way of buying tickets on a bus and trams by using beacons. By the end of weekend i successfully produced a fully functioning web site for this project.

- **Software Development Boot Camp 2014 -** During two days, I had helped pupils from year 11-12 to create and display a variety of graphs to represent real time information from a website which holds an extensive amount of references to historical objects from museums all around the UK. By using library D3.js we produced a variety of professional graphs.

- **Joined an Android Club -** Begun in April, the month long course gave a great overview on Android development.

- **Completed Skills For Work Certificate program -** During the period of this program, I had completed 50 hours of compulsory work experience. Also, I obtained a certificate and conducted my own research on what skills are necessary for my future job role. I also. identified the set of skills required for that. At the end of the program I wrote an essay, where I stated how my work experience helped me to gain essential skills for my future job.

- **Student Representative in German Class (MLT1005 Beginner) -** I have been selected to represent my German class during Staff-Student meetings. My role entailed me to arrange meetings with students, so we could discuss their opinions of the course, if they satisfied with content and lecturers and what is mainly important, they can offer ideas of how to improve the course, so future students can have an even better learning experience. After meetings I provided our tutor and the Director of Learning and Teaching with relevant feedback and proposals for the future.

- **Game Jam by University of Sheffield Computer Society -** I have formed a team with my coursemate to take a part in this 24 hours event. It was our first experience in game development, however we were ready to face challenges. At the beginning of the event we decided to take 2 more students into team, so after that our team started to design the game - the theme was "End of the world". After Jam finished we produced a fully functional 2D platformer. To achieve this goal we used LibGDX library (Java).
- **Forecast Challenge by NPower -** I have found this challenge on Google and decided to take part - for that I have had to form a team of at least two people, so I searched for a right partner in my course group and one student decided to join the team. Together, by using Python + neurolab package and our knowledge from university course we dived into the challenge. First stage we completed with mean error 15.76%, second stage - 10.15%. However then university projects took a lead and we decided to drop that challenge, and focused on university work. However we agreed to complete this challenge next year, as our result throughout the challenge was in top-10.
- **Software Hut -** As a part of my course I had had to develop a software for a real client in a team of 5 in just 12 weeks. Software produced is an interactive web based timetable for oncoming ICCDU conference in Sheffield. During this project I practiced my teamwork, research and leadership skills. Besides those I learnt Ruby on Rails in more depth and that allowed me to do a significant part of back-end in a short period of time. Also I learnt HAML language and how to deploy web application on Heroku. Client was delightful to accept the application as all her requirements have been fully integrated. At the end of the semester, lecturer held a competition among all the teams who worked on different projects (there were around 20 teams and ~7 projects), where our system competed with another 2 implementations, and client choose our system to be the best and it would be used by ICCDU in the September 2016.

- **Game Jam by University of Sheffield Computer Society -** It was my second time in the Game Development challenge. This time I teamed up with my coursemate in order to develop better game then we developed for the first challenge. Theme of this challenge was "Supernatural". We decided to use the same game engine as we used before - LibGDX. The idea of the game was similar to the popular "Sims" game, but player doesn't control people in the house, but instead control the demon, whose aim is to drive people crazy so they would abandon the house. Demon can control the different items in the house or interrupt people's dreams or send them bad dreams. This time all graphics were created by our team and I personally wrote music for the game. By the end of this event, we created solid prototype and won a prize for the "Best idea".

References: on request.