Misha Vasiljevs

Personal Profile

I am a motivated computer science graduate with a primary focus on front-end development. Proficient in HTML, CSS and JavaScript along with experience using the MERN stack.

Get in touch!

Website:
https://misha-vasiljev.web.app/

Mobile:
07925 606754

Email:
misha.vasiljevs98@gmail.com

Address:
20 Old Croxton Road,
Thetford,
IP24 1AG

Specializations

- ReactJS
- Javascript + HTML/CSS
- Adobe Creative Suite
- Android Studio
- Machine Learning
- Python
- MongoDB
- Java

Education History

University of East Anglia | 2017 – 2020

- Bachelor of Computer Science - Upper Second-Class Honours (2:1)

Thetford Academy

- A Levels: Maths, Biology and Physics - B, B, C
- GCSEs: 12 A* to C

Technical Experience

Web Development

Portfolio Website

- Created using ReactJS with Cloud Firestore for the backend and hosting.
- Check out the website for more recent React and JS projects: https://misha-vasiljev.web.app/

Instaclone

- Instagram clone built using the MERN stack (MongoDB, Express.js, React.js, Node.js): https://mern-instaclone.herokuapp.com/

Python Hotel Application

- Analysed requirements to define a relational database and SQL queries for performing the provided scenario tasks.
- Built using Psycopg2/Django/Flask for executing and displaying PostgreSQL queries in basic HTML.

Machine Learning

Final Year Project

- Developed a data collection app using Android Studio and Java, to record sensor data such as accelerometer and gyroscope values. Using python, extracted the feature vectors to feed into a machine learning algorithm.

Speaker Dependant Audio-Visual Speech Recogniser

- Implemented a speech recogniser with a set vocabulary of 20 names in clean and noisy conditions using an HMM-based classifier and MATLAB for feature extraction.

Java

DNA Sequence Aligner

- Implemented the Needleman-Wunsch dynamic Programming algorithmn for pairwise alignment of two biological sequences.

Whist - Command Line Card Game

- Working with concepts like; lambdas, serialization, iterators and comparators.
- Implementation of a general game model (Card, Deck, Hand, AI classes).