MISHA **VASILJEVS**

20 Old Croxton Road, Thetford, IP24 1AG
e. misha.vasiljevs98@gmail.com • m. 07925 606 754 • gh. github.com/Misha327.io

EDUCATION

University of East Anglia:
BSc Computing Science with Upper Second-Class Honours (2:1) Sept 2017 – July 2020

Thetford Academy:
A Levels: BBC in maths, biology and physics.
GCSEs: 12 A*- C

EXPERIENCE

WEB DEVELOPMENT

- **Personal portfolio website:**
  - Created using ReactJS with Cloud Firestore for the backend and hosting.
  - Hosted at: https://misha-vasiljev.web.app/
- **Instaclone:**
  - Instagram clone built using the MERN stack (MongoDB, Express.js, React.js, Node.js).
  - Incorporates the standard social media features, such as: posting pictures, comments, likes.
  - Hosted at: *https://mern-instaclone.herokuapp.com/*
- **Greater Anglia website redesign:**
  - Developed a prototype of the Greater Anglia website focusing on design, usability and accessibility of the website by adhering to the usability heuristics using HTML/CSS/JavaScript.
- **Python web hotel application using Psycopg2/Django/Flask to execute SQL queries:**
  - Interpreting user requirements and defining solutions using databases made in PostgreSQL.

FINAL YEAR PROJECT

- Utilising android phone motion sensors to develop a machine learning recognition system to identify people based on their gait.
- Using **Android Studio** and **Java**, developed a data collection app to record sensor data such as accelerometer and gyroscope values. Using python, extracted the feature vectors to feed into a machine learning algorithm.

AUDIO VISUAL MACHINE LEARNING

- **Speaker dependant audio-visual speech recogniser:**
  - Implementation of 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 algorithm for pairwise alignment of two biological sequences with a focus for it being used as a pedagogical tool using Java and JavaFX.
- **Health tracker application:**
  - Group project involving the development of an application based on a scenario provided.
  - Delivering a prototype desktop application using JavaFX (Later converted to a web-based app using Python/Django).
- **Console based implementation of a card game Whist:**
  - Introducing concepts like; lambdas, serialization, iterators and comparators.
  - Implementation of a general card game model (Card, Deck, Hand, Strategy and AI classes).

C

- **Implementation of incremental backup utility:**
  - Emphasis on the ability to independently study the API documentation and use Unix system calls.