DENIS VASHCHENKO

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LANGUAGES

C++
C
C#
Python
HTML/CSS
JavaScript
Swift
R
MATLAB

SOFTWARE

TensorFlow
Keras
Jupyter
OpenCV
OpenGL
GLUT
Flask
Drupal
Google Earth Engine
Firebase

AWARDS

Mobile App Challenge
EcoHacks 2nd Place
Dean's Honors List

COURSES

Data Structures
Algorithm Design
Computer Networks
Intro to Robotics
Assembly Language
Object-Oriented
Probability & Statistics
Discrete Mathematics
Circuit Theory
Linear Algebra

LANGUAGES

English
Russian
Spanish

EDUCATION

University of California, Merced   08/16 - 05/20
B.S. Computer Science & Engineering   Major GPA: 3.46
 • Note-taker for Disability Services in Computer Organization/Assembly Language.
 • Member of the Association for Computer Machinery.

EXPERIENCE

Undergraduate Researcher   09/18 - Present
School of Engineering @ UCM   *Merced, CA*
 • Aiding Computer Science professor to streamline his automated grading script.
 • Responsible for back-end development in addition to project direction.

AppleCare Advisor   05/18 - 10/18
Apple   *Merced, CA*
 • Trained in iOS, watchOS, and Account Security to provide real-time IT support.
 • Effectively assisted customers and employees with problem isolation and resolution.
 • Achieved a CSAT score of 100% for two consecutive months.
 • Extensive use and proficiency with several diagnostic tools for troubleshooting.

Computational Research Assistant   05/18 - 08/18
AI Summer   *Merced, CA*
 • Researched and implemented Deep Neural Networks and Machine Learning principles.
 • Responsible for project development and delegation of tasks to undergraduate team.
 • Modeled a CNN in Keras for Image Classification achieving 97% accuracy on CIFAR100.
 • Implemented a sequential model in Keras for training on the MNIST data set.
 • Translated images with Python, OpenCV, and Planar Homography principles.

Front-End Developer   01/17 - 01/18
Society of Physiologists @ UCM   *Merced, CA*
 • Responsible for front-end development using the Drupal CMS.
 • Streamlining chapter sign up information and presenting calendar of events.
 • Establishing an online presence for the chapter and it's board members.

PROJECTS

Python Interpreter
 • Developed an online Python interpreter using Flask, JavaScript and Raspberry Pi.
 • Educational intro-to-programming visualization tool with real-time feedback.
 • Full support for user input, syntax highlighting, and code folding.

EcoHacks Data Visualizer (*EcoHacks 2nd Place 2018*)
 • Developed a real-time data visualization tool using C# and Unity.
 • Responsible for designing UI that gamifies sustainability awareness.
 • Dynamically scaled graphs based on water usage in campus buildings over time.

Future First (*Mobile App Challenge Semifinalist 2018*)
 • A mentoring mobile app focused on the importance of personal development.
 • Implemented messaging used for mentor-mentee communication with Firebase.

Oxiliary Media
 • Designing a promotion platform on YouTube, SoundCloud, Twitter, and Instagram.
 • Combining multiple RESTful API's to develop an efficient pipeline for trend analysis.

Fit X
 • Building a Swift native iOS app for fitness enthusiasts to track caloric intake.
 • Implementing QR scanner for nutritional data, BMR calculator, and physique visualizer.