Mr Konstantin Devyatov

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Profile

Computer Science student expecting a First Class Honours Degree with excellent team working and problem solving skills, gained through university coursework, an internship and personal projects, is looking to apply the knowledge learned in university in a Software Development placement.

Education

Heriot-Watt University, Edinburgh **Expected year of graduation: 2014**

BSc (hons) Computer Science **Expected grade: First Class (77% average)**

Computer Science is oriented to constructing robust and usable systems

Skills targeted:

- ability to design sound computer-based solutions to real world problems
- a strong foundation in contemporary computer science theory and practice
- specialist knowledge in a focused field
- experience of group and individual project work

Culloden Academy, Culloden, Inverness, Scotland

2010 Advanced Highers: Mathematics (C), Physics (D) / Higher Computing (C)

2009 Highers: Mathematics (A), Physics (A), Business Management (A), Administration (A), Accounting & Finance (A)

2008 Intermediate 2 Mathematics (A)

Technical skills and knowledge

C	Individual university project aimed at creating a simple language compiler. Test automation implementation.
Java	Team and individual projects ranging from simple mailing systems to international flight booking systems. Experience in most of the software development lifecycle activities.
PHP	Web application team development (back end scripting). Interconnecting websites and databases, implementing algorithms to enable web pages to be dynamic.

Other known languages:

Ruby, SML, Shell, Python, Assembly, JavaScript, MySQL, Batch, UML, HTML5 & CSS3.

Projects

RecycleFinder *(web app for finding recycling points in Scotland and provides tips on reusing and reducing)*
RecycleFinder project is a result of the Heriot-Watt University 7 day Hackathon competition. The goal of this competition is to create a not-for-profit application that helps in the following areas: community, charity and environment. The software is a web app, combining the power of Google Maps API and intuitive user interface. It has been developed in using best practices, including HTML5 Boilerplate, CodeIgniter PHP framework and, since this was a group project, all changes have been committed to GoogleCode repository using git.
I was heavily involved in design, testing, preparing marketing material and supporting development indirectly.

CrushQuiz *(multiplatform community multiplayer quiz game)*
The purpose of CrushQuiz project was to create a community based game that could be played in a university department's crush/learning area. I was a part of 5 person team and was involved in all parts of the development. This game had to be accessible from the web on multiple platforms. We used PHP and JavaScript as the base. The project is planned to be displayed on department's crush area TV monitors, which are driven by small-form-factor PCs.

Jenga robot *(robot arm that plays interactive Jenga game)*
Jenga robot plays the Jenga game with users. During the game, a player and the robot take turns to remove a block from a tower and balance it on top, creating a taller and increasingly more unstable structure as the game progresses.
In this project I've been working on motor microcontrollers in Assembly language to enable the robot to reconstruct the tower and restart the game.

FRED (Friendly Robotic Educational Device, *humanoid robot with partial vision recognition)*
FRED consists of the torso, arms and head of a life-size humanoid robot. He is equipped with stereo cameras and can relay his surroundings to a remote operator through 3D vision glasses, or can operate autonomously.
I've been trained "on-the-job" in C++ enabling me to contribute to the visual recognition part of the project where I've used OpenCV 2.0 C/C++ library.

Employment history

Student ambassador at *Heriot-Watt University* June 2012 – present

Guiding tour of Heriot-Watt University for school students and conference guests.

Software engineering intern at *Exterity* December 2011 – September 2012

Strongly focused on Quality Assurance and system testing.

Sales assistant at *Sportsdirect.com* August 2011 – September 2011

Ensuring a comfortable shopping experience for customers, processing deliveries.

Volunteering, memberships & awards

e-Placement Scotland:	*Student Ambassador*. Attending conferences and promotion meeting as a student-intern.
Heriot-Watt Student Union:	*Officer* for school of Mathematical and Computer Sciences – Computer Science and Information Systems department at Heriot-Watt University Edinburgh for season 2011/2012 and 2012/2013.
LEAPS Summer School:	*Personal Tutor* for summer school 2012. Leading tutorials, providing support and guidance for academic projects for a group of students.
Robotics Society:	Heriot-Watt Robotics & Remote Control Society, Edinburgh *Treasurer* (2010/2011), *Secretary* (2011/2012)
LEAPS:	*Volunteer.* Providing an opportunity for school pupils to make an informed decision about higher education.
Certificate of Merit:	Awarded certificate of merit (>70% grade) for first and second years of university.
Platinum Volunteer Award Scheme:	Awarded Platinum Volunteer Award Scheme Level 1 as School Officer.

Skills

Problem Solving

As software engineering intern, I have been tasked with individual projects and contributions to larger ones. This has allowed me to develop a responsible approach to work at hand and improve time-management skills to combine my efforts and divide time between different tasks.

As school officer, my main duty is solve problems reported by students regarding their academic studies. However, in order to provide effective result, my plans have to be as proactive as possible. To achieve that I cooperate with university staff to organise campaigns promoting effective time-management, self-motivation and participation in a broader variety of activities. This has proven to partially eliminate primary academic problems that students typically face.

Planning & Organising

I believe that planning together with anticipation are crucial foundations of decision-making. Every single action could be considered as an act of control. Therefore to succeed in anything, I find it important to apply the sufficiently general theory of control to every task. This consist of identifying all control forces acting on the desired object and on the actors as well; then devising the optimal solution that would provide required level of actual stability of the whole environment under control. These beliefs have proved efficient for all of my personal projects, as well as for the third year university group project, where I took a coordination role.

Teamwork

In my experience I've found that teamwork is the most efficient method of achieving any goal. A lot of it comes down to conducting the team. Even though there is only one conductor at one time, all participants have to contribute at equal level of knowledge. In my opinion blind authority is equal to ignorance and, therefore, should be avoided. One of my personal qualities is team conduciveness. I enhance team environment, help understand ideas and generally conduct the team. These skills and qualities have found applications in every group project I have been involved.

Communication

As software engineering intern, I have developed professional level communication skill set, which has proven crucial to play an active part of product lifecycle. This includes efficient use of bug trackers, test plans/reports, participating in team/review meetings and, the most valuable, person-to-person commentary.

As a school officer, my main objective is to engage students in a wide variety of activities both academic and informal.

Driving Licence: full and clean.

References available on request