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, work and personal projects, is looking to apply them in the field of IT.

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.
ML	In depth knowledge gained through middle- to long-term development of projects in university coursework and research assistant work.
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, Shell, Python, JavaScript, MySQL, UML, HTML5 & CSS3, Assembly.

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.

Employment history

Coordinator of translations and representative of the organisation in UK at New Youth Policy — February 2013 – present

Actively support and invigorate a group of translators, plan the activity of the department in order to swiftly reflect on the current moment, participate in English translations and work on new articles

Research Assistant at Heriot-Watt University — May 2013 – August 2013

Encoding the Hume programming language and the Hume box calculus as a theory of the Quantomatic graph rewrite system. The project was intended as a proof of concept.

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 (average >70%) for three years of university study.
Platinum Volunteer Award Scheme:	Awarded Platinum Volunteer Award Scheme Level 1 as School Officer.

Skills

Problem Solving

As coordinator of translations, I have been controlling translation process in the organisation, planning and delegating the workload to a team of translators, as well as actively participating in the work process. As a representative of the New Youth Policy organisation, I have been participating and presenting at various conferences and forums.

Work as software engineering intern 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.

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. I am convinced of importance of understanding of general principles of control, consisting of identifying all control forces acting in an environment; then devising an optimal solution that would provide the required level of stability of the environment under control.

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. In a team all participants have to contribute at a level proportional to their ability. I believe that in order for a team to work efficiently, all participant, including coordinator, must engage in the work.

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.

Driving Licence: full and clean.

References available on request