

Oleg Bychenkov

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Summary:

Fast learner enthusiastic about creating practical solutions to everyday problems as a software engineer and seeking to grow my technical and team skills in an impactful work environment. Highly flexible and adaptable to face rapidly changing plans or challenges to back up the team whenever necessary. Possessing thorough hands-on experience with most commonly used languages and technologies including Java, C++ Python and JavaScript with multiple working projects created in each.

Work Experience:

CSE Instructional Assistant — University of California, San Diego | September 2023 - Present

- Leading self-organized weekly office hours requiring thorough understanding of class material to personally further the understanding of over 15 students a session
- Responsible for organizing and monitoring the class forum which receives nearly 60 questions per week in order to elevate student engagement and understanding of material through contributing over 80% of the 500+ total instructor answers with an average response time of only 9 minutes for a class of 250+ students
- Actively collaborating with a small team by participating in weekly team meetings to grade and give feedback on the work of 250+ students per week, as well as proctor 3 hour long exams

Co-Founder, Software Developer, Event Organizer — Cohack | June 2020 - Present

- Recognized a critical issue during event organization during the pandemic to organize a virtual hackathon alongside a small team with over 300 participants gathered in a span of just 2 months of advertising as well as 10+ industry speakers, mentors, and sponsors including the CEOs of notable tech companies like Repl.it and EchoAR
 - Collaborated to create both the front and backend and deploy a website (cohack.co) in order to advertise the virtual hackathon as well as online classes, successfully attracting over 300 participants to the hackathon and the desired size of 20 people for the classes
 - Engaged with speakers, mentors, sponsors and 300+ attendees to schedule and organize a 24 hour long virtual hackathon
 - Led workshops that taught HTML, CSS, and Python skills to a class of 20 middle school students in order to further their understanding and give them a head start with their high school classes.
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Education:

University of California San Diego (UCSD), San Diego, CA | Bachelor of Science: Computer Science, minor in Cognitive Science September 2022 - Present | Expected Graduation: June 2025

- Cumulative GPA: 3.835, Major GPA: 4.00
 - Relevant coursework: Computer Organization & Systems Programming, Data Structures, Design and Analysis of Algorithms, Theory of Computability, Data Science in Practice, Software Engineering, Database Systems, Machine Learning, Digital Systems
 - Regents Scholar, Provost Honors
 - Member of a highly selective organization of Computer Science and Engineering Instructional Assistants
 - Currently working through a prestigious research-oriented CSE Honors Program with the mentorship of a faculty member
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Skills:

Java, C/C++, Python, JavaScript, HTML, CSS, Django, Tensorflow, Flask, React, AWS, SQL, Git, Android Apps, UI Design

Projects:

[Calex](#) (AI Text recognition, 1st place in AuburnHacks), [Digit Recognizer](#) (AI handwritten text recognition), [Data Tracker](#) (Automated data collection and analysis). Notable college projects can be demonstrated on demand.