

# TIKHON JELVIS

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## Objective

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A summer programming internship, preferably with a focus on functional programming.

## Education

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University of California, Berkeley  
Bachelor of Science, Electrical Engineering and Computer Sciences (expected May 2014)  
G.P.A. 3.766  
SAT: 2370, Verbal: 800, Math: 770, Writing: 800

## Awards

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- Second place in Berkeley CSUA Hackathon, Spring 2011
- Bank of America Certificate for Computer Studies, 2010
- Overall math contest school winner, 2010
- AMC 12 school winner with 100.5 points (97.5th percentile in the country), 2010
- National Merit Finalist, 2010
- Menlo Atherton Rotary Club Subject Award for Chemistry, 2008 and Computer Science, 2009

## Skills

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### Computer Software

- Linux (OpenSUSE, Ubuntu)
- Windows (XP, Vista, 7)
- Emacs and Eclipse
- Command-line Bash
- SVN, Git, a bit of p4

### Programming

- Proficient in Java, Gosu, JavaScript, (x)HTML, CSS and Haskell
- Familiar with Scheme, elisp, Perl, regular expressions, L<sup>A</sup>T<sub>E</sub>X, C++ and Python
- Experienced in prototype.js, script.aculo.us, jQuery, jQuery UI and Java Swing

### Other

- Fluent in Russian
- Competitive saber fencer

## Experience

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### Guidewire Software

(May-Aug 2011)

Designed and implemented a tool for monitoring servers using Gosu (a statically typed language on the JVM). Coordinated with another intern, helping him complete his tasks and integrate his code with my own. Worked on the server, the web UI and the agent daemon.

## Projects

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### TPL

(Summer-Fall 2011)

Wrote a simple dynamically typed interpreted scripting language in Haskell, with syntax heavily influenced both by Haskell and JavaScript. This is a work in progress.

### Card Games

(Spring 2011)

Wrote a library for writing browser-based card games semantically in JavaScript. Worked along with one other programmer and a designer. Won second place in the CSUA hackathon.

### Maptac Chess

(Spring 2010)

Developed a JavaScript chess game using prototype.js and script.aculo.us. Integrated this with a Chess AI a friend wrote in JavaScript. It can be found at [code.google.com/p/maptac-chess](http://code.google.com/p/maptac-chess).

### Robotics

(Spring 2010)

Worked on programming for FIRST Robotics team 766 (Menlo Atherton High School). Using OOP design and Java, implemented a program to control the robot. Led a small team including several novice programmers. Leveraged a vision-recognition library to find a target with the robot's camera.

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