

Tymur (Tim) Rostorhuiev

tim.rostorhuiev@gmail.com | [linkedin.com/in/timrostorhuiev](https://www.linkedin.com/in/timrostorhuiev) | timrostorhuiev.live | 905-580-6624

EDUCATION

Queen's University

Bachelor of Computing

Kingston, ON

Sep. 2024 – Present

HarvardX

Certificate of Computer Science

Online, edX

Sep. 2023 – Dec. 2023

EXPERIENCE

Co-op Student

SAP

Sep. 2023 – Feb. 2024

Toronto, ON

- Developed a sustainability-focused application using SAP Build within 3 months
- Created multiple presentations to showcase technological solutions to widely-known issues and presented to 80+ high-ranking individuals
- Cultivated storytelling and presentation abilities under expert mentorship, while networking with professionals
- Earned a certification in Generative AI after completing a 1 month long course and scoring 95.7% overall
- Explored Virtual Reality technologies such as RAUM, gaining advanced technical skills and insights into future workplace dynamics
- Collaborated effectively with 3 peers to foster a team-oriented environment

Crew Member

Wendy's

Jun. 2022 – Sep. 2024

Burlington, ON

- Responsible for ensuring a high level of customer satisfaction
- Taking and accurately fulfilling 100+ food orders per day
- Worked effectively as part of a diverse team of up to 8 people in a fast-paced environment
- Adapting to different situations, and multitasking while working on 3+ different stations
- Prepared a large variety of 20+ signature menu items following Wendy's recipes
- Followed food safety standards when preparing and handing food in order to provide quality service

Software Lead

Trojans FIRST Robotics

Sep. 2021 – Jun. 2024

Burlington, ON

- Led a software team of 12 students, overseeing development and implementation of robot control systems for competitive robotics events
- Developed embedded systems to control motors, pneumatic actuators, limit switches, and overall robot functionality for 6 robots
- Designed and implemented vision systems utilizing multiple cameras, sensors, 3D positioning, and a ML algorithms
- Spearheaded the team's first-ever swerve drive system, significantly improving the robot's performance by 40%
- Managed a codebase of 10,000+ lines to handle robot automation and controls, including autonomous routines
- Dedicated over 80 hours per week during peak competition season to ensure the robot's success

PROJECTS

Snowballer | C#, Unity, Visual Studio, Git

Jun. 2023 – Present

- Developed a top-down shooter game in Unity using C# for gameplay programming
- Implemented dynamic enemy AI, realistic movement, and collision detection using Unity's physics engine
- Utilized problem-solving and debugging techniques to optimize performance and gameplay
- Designed challenging levels with power-ups and scoring systems to enhance player experience

Blockchain | Python, Flask, Git

Apr. 2024 – May 2024

- Created a blockchain cryptocurrency using Python, featuring mining, transactions, and a Proof of Work (PoW) algorithm
- Utilized Flask for building and managing the backend of the blockchain system
- Implemented secure transaction handling and a decentralized ledger

TECHNICAL SKILLS

Languages: Java, Python, C#, C, JavaScript, TypeScript, HTML/CSS, SQL (SQLite)

Frameworks: Flask, React, Tailwind CSS, FlutterFlow, .NET, Selenium, NEXT.js

Developer Tools: Git, GitHub, Firebase, VS Code, Visual Studio, PyCharm, IntelliJ, Unity 2D/3D, MongoDB