

# VALERI I. KOZAREV

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Motivated programmer seeking internship opportunity to apply and expand skills for meaningful results.

## EXPERIENCE

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### Undergraduate Research Assistant

August 2018 - Present

Department of Computer Science, North Carolina State University

- Developed C/C++ code to measure the performance of different memory usage for GPU programs.
- Gained skills in GPU programming with CUDA C.

### Database Developer Intern

May 2017 - August 2018

PeopleFluent, Raleigh, NC

- Developed internal tools and optimized legacy code for Database Team tasks: Optimized legacy tool runtime from 5+ hours to just over 20 minutes (over 90% improvement).
- Quickly and efficiently learned two programming languages and an enterprise-level database in order to begin producing meaningful and effective solutions.
- Gained significant experience interacting professionally in a corporate environment, delivering high quality work under short turn-around times, and seeking new opportunities to support the team.

### Resident Advisor

August 2017 - May 2018

North Carolina State University, Raleigh, NC

- Provided supervision, support, and strong leadership to a diverse group of peer student residents while facilitating a welcoming and safe environment.
- Learned to remain positive and clear-headed in difficult situations. Extensive training and experience in soft skills and communication.

## EDUCATION

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Bachelor of Engineering - Expected May 2020

Computer Science w/ Statistics Minor

NCSU Honors Program and Dean's List (All Semesters)

North Carolina State University, Raleigh, NC

Cumulative GPA: 3.81

Major GPA: 3.85

## SKILL SET & PERSONAL PROJECTS

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**Technical:** Java, T-SQL, C#, C, Git, R, C++, Python, SAS, Microsoft Office Suite

**Other:** Leadership, Communication, Teamwork, Problem-Solving, Strong Work Ethic, Quick-Learner

### Personal Projects:

- Solar-powered motion sensor with display created using Arduino C++ (Make-A-Thon 2018)
- Real-time music visualizer created in Unity with C#

## REFERENCES

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Available upon request.