

Vlad Tsimoshchanka

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EDUCATION

New College of Florida- Honors College, Sarasota, FL
Bachelor of Arts in Computer Science

May 2023

Sarasota Christian School, Sarasota, FL
High School Diploma- Class of 2019 Top Scholar

May 2019

RELEVANT COURSEWORK

- Software Development
- Object Oriented Programming & Object-Oriented Design
- Data Structures
- Tutorial: CS Professional Development
- Databases for Back-End Development Front-End
- Front-End Web Design and Development
- Artificial Intelligence Through Machine Game Playing
- Embedded Systems
- Introduction to Computer Architecture
- Introduction to Python
- Introduction to C

TECHNICAL SKILLS

Java, C++, C, Python, HTML&CSS, JS, SQL, Angular, Firebase, TypeScript, Spotify API, Google Charts API

PROGRAMMING EXPERIENCE AND PROJECTS

BTS-Dashboard: a dashboard website made for BTS fans made with Angular and Firebase Spring 2021

- Engineered a website in a team with Spotify API, Google Charts API, and Twitter API for
- Designed the website with the best user experience
- Set the databases with API that auto-update to always have new information
- Visualized the Spotify API data with Google Charts for the user to see most popular song attributes
- Implemented authentication with Firebase for personalized experience for the user

New Slide: a slide editing software made with Python

Spring 2021

- Engineered a slide software for creating, editing, saving, and presenting slides
- Helped to develop the deployment of the product for the best user experience
- Used Python libraries for the functionality of the software

New College Paint: a drawing app made with Processing

Spring 2021

- Engineered a drawing software for creating, editing, and saving images
- Ensured the quality of the software as QA by testing the incremental development of the product

AI player for the Pebbles game

Spring 2021

- Created AI players with variable difficulty levels
- Used a Min-Max algorithm for the most competent AI player

Cornucopia- The Pinnacle – an attempt to create a text game engine baseline Java

- Designed a text game with plethora of Java objects for the most optimal game
- Used a variety of Object-Oriented principles of design to have the best code architecture that could be used later on