

ALEKSANDR VORONTSOV

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EDUCATION

King's College London

MSci Computer Science

September 2018 - June 2022

London, UK

Whitgift School

Secondary School

September 2010 - July 2017

London, UK

- 2As, 2Bs at A Level in Chemistry, Physics, Computer Science and Mathematics
- 3 A*s, 5As, 3Bs at GCSE; A* in Biology, Chemistry and Mathematics

WORK EXPERIENCE

Perfocal

Junior Developer

October 2017 - October 2018

London, UK

- Wrote technical documentation for codebase and features
- Developed time-slot booking infrastructure and platform for pop-up photo sessions
- Set up custom static page templating solution using Webpack, EJS and JSON for use in generating static landing pages with more efficiency, resulting in better SEO and user click-through rate
- Set up daily reminders to send to photographers and customers, leading to fewer errors in customer-photographer communication

PROJECTS

GoLink - <https://github.com/a-vorontsov/golink>

Proximity-based instant messaging mobile application built using Angular, Ionic framework and Cordova. Uses Google Firebase for data storage and communication.

Particle - <https://github.com/a-vorontsov/particle>

2D game built using C# and Unity. Custom physics and movement allows player to accelerate rapidly while in air compared to while grounded. In-game music composed by teammate.

Shirt or Not-Shirt - <https://github.com/a-vorontsov/shirt-or-not-shirt>

Web application that uses image-recognition to determine if an image contains a T-shirt or not. Uses a custom trained Microsoft Azure Computer Vision API to process the image. Project teammates trained model using ~750 images while I designed and built the user interface and application.

SKILLS & INTERESTS

Languages & Frameworks - Experienced in JavaScript (inc. React); familiar with C# (inc. Unity), Python, SQL; exposed to PHP (inc. Laravel), Java (inc. Android SDK)

Software & Tools - Experienced with Git; familiar with Unix/Linux, Unity; exposed to Docker, AWS (S3, CloudFront), Webpack, Microsoft Azure

Extracurricular - Regular hackathon attendee; badminton player

ACHIEVEMENTS

HackKing's 4.0 (Overall 2nd Place) - Won 2nd main place prize, AWS prize for best use of AWS services and .tech Domain prize for best website at HackKing's 4.0. Built website to complement game developed by teammates and allow visitors to create custom pixel images. *November 2017*

Qredo Hackathon (1st Place) - Won 1st place prize for developing an Android application for parents to track and monitor their children. *February 2016*

HackGenY (3rd Place) - Awarded 3rd place prize and won Autodesk challenge for best use of Autodesk SDK. Developed user interface for 3D model search engine. Designed user interface to allow users to interact with 3D model scraping results and view models in 3D. *September 2015*