

# ALEKSANDR VORONTSOV

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## EDUCATION

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**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

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**Perfocal**  
*Junior Developer*

October 2017 - May 2019  
*London, UK*

- Set up custom static page templating solution using Webpack, EJS and JSON for use in generating static landing pages with more efficiency, increasing user impressions by roughly 200% within 2 months
- Developed booking infrastructure and platform using React and NodeJS for pop-up photography sessions
- Implemented an automated email and SMS digest system, improving customer-photographer communication and increasing website engagement rate
- Wrote technical documentation for codebase and features

## PROJECTS

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**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.

**Git Gud** - <https://github.com/a-vorontsov/git-gud>

Command line git wrapper which processes the error output of 'git' commands and returns a more user-friendly message.

## SKILLS & INTERESTS

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

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

**Extracurricular** - Regular hackathon attendee; badminton player

## ACHIEVEMENTS

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**RoyalHackaway (4th Place)** - Awarded 4th place prize for developing a prototype for an autonomous drone to search for objects. Built using Parrot Drone SDK and Google Cloud vision API. *February 2019*

**HackKing's 4.0 (Overall 2nd Place)** - Won 2nd place main prize, AWS prize for best use of AWS services and .tech Domain prize for best website at HackKing's 4.0. Built website using vanilla JavaScript and HTML to complement game 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*