# ALEKSANDR VORONTSOV

19 Brambledown Road, South Croydon, Surrey, CR2 0BN +44 7740047556 • vorontsov.co.uk • aleksandr@vorontsov.co.uk

#### **EDUCATION**

## King's College London

September 2018 - June 2022

London, UK

MSci Computer Science

· Second Year: 71% (1st class); First Year: 73.4% overall (1st class), 87% programming (Java)

· 95% in Software Engineering group project working on a React Native application with a client.

Whitgift School

September 2010 - July 2017

Secondary School

London, UK

· 2As, 2Bs at A Level in Chemistry, Physics, Computer Science and Mathematics

 $\cdot$  3 A\*s, 5As, 3Bs at GCSE; A\* in Biology, Chemistry and Mathematics

#### WORK EXPERIENCE

Software Developer

#### King's College London

February 2020 - July 2020

London, UK

· Designed and implemented a frame-based online editor for micro:bit devices in collaboration with the Micro:bit Educational Foundation and Professor Michael Klling

## King's College London

June 2019 - October 2019

Undergraduate Research Fellow

London, UK

· Developed test harnesses for comparing performance in executing machine learning tasks between datacenter servers and RaspberryPi computers coupled with ML hardware accelerators

Perfocal

October 2017 - May 2019

Junior Developer

London, UK

- $\cdot$  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

## **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.

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

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

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

Extracurricular - Regular hackathon attendee; badminton player