OLEKSANDR ANYSHCHENKO

Abu Dhabi, United Arab Emirates • +971 50 243 5187 • oa2302@nyu.edu

PROFESSIONAL SUMMARY

A second-year university student, pursuing a degree in Computer Science and Interactive Media at New York University. Passionate about finding innovative ways to enhance life by levarging technologies. My experience working both individually and in group settings enhanced my ability to work effectively and efficiently in various settings. I have developed strong leadership abilities, enabling me to drive projects to successful completion while fostering efficient and cooperative teamwork. Self-motivated and eager to continually learn and advance my expertise, I am enthusiastic about contributing to and growing within the technological sector.

EXPERIENCE

Interactive Media Lab Assistant   08/2024 – Present

New York University Abu Dhabi   Abu Dhabi, UAE

- Managed inventory of over 800 pieces of equipment, ensuring timely maintenance and availability for projects.
- Operated and maintained laser cutters, 3D printers, and CNC routers, contributing to the successful completion of many student projects.
- Supported students with project development, digital and physical fabrication, and assignments, improving overall project quality and student satisfaction.

Summer Camp Music Teacher & Student Assistant   06/2022 – 08/2022

QSI International School of Bratislava   Záhradnícka 1006/2, Šamorín, Slovakia

- Effectively managed and organised classroom structures and routines, ensuring a friendly, engaging, and stress-free environment.
- Implemented creative, original and innovative project-based learning, such as composing our own songs based on learned material, building games, and many other techniques.
- Effective and thorough communication with colleagues, administration, and parents to ensure a cohesive and positive environment.

English and German Language Tutor   06/2019 – 02/2022

Self-Employed   Kyiv, Ukraine

- Worked with students on an individual basis, 2 to 3 times a week to increase their English and German language skills.
- Increased students English skills from beginner level (A1), to being able to converse and write in English (B2).
- Crafted original and innovative lesson plans to deeply engage with students, fostering a positive and friendly learning environment.
- Used a variety of modern tools and techniques, such as online assessments in forms of games, worksheets, and more.

EDUCATION

New York University Abu Dhabi   Abu Dhabi, UAE
Bachelor of Science in Computer Science   2023 – 2027
Revelant Coursework: Introduction to Computer Science, Discrete Mathematics, Data Structures, Introduction to Interactive Media, Algorthims, Computer System Organization.

Kyiv International School & QSI International School of Bratislava   Ukraine & Slovakia
International Baccalaureate Diploma Program / Academic Diploma with Honors   2011 – 2023
Relevant Coursework: Business Management, Mathematics Approaches and Analysis, Physics, English Language and Literature, and Visual Arts.

PROJECTS

Hand-Gesture Controlled Digital Arcade Game (JavaScript, C++)

- Designed and developed a fully functional hand gesture recognition device, utilizing a glove embedded with flex sensors calibrated to detect finger movements, for controlling the in-game player model.
- Effectively utilized JavaScript within the p5.js environment to create the interface and game code.
- Employed Arduino IDE with C++ to establish a serial port connection between the hardware and software, enabling a range of physical inputs.

2D Player Controlled Maze Game (Python)

- Developed an engaging and interactive 2D maze game using Python 3.0 and Processing, featuring original graphics.
- Designed and implemented various algorithms to optimize performance, ensure boundary detection, and handle data input from external files.
- Collaborated effectively with team members to organize workflow, manage the project, and delegate tasks efficiently.
- Utilized Git and GitHub repositories for seamless team collaboration.

Library Catalogue Management System (C++)

- Implemented a terminal based library catalogue management system, using various data structures, such as trees, hashmaps, and others, built from scratch.
- Parsed large data files accurately, implementing a sorting algorithm to categorize objects appropriately.
- Added functionalities for borrowing and returning books, as well as registering users.

SKILLS

- Effective communication
- Organisational abilities
- Self-motivated

- Critical problem solving
- Microsoft Office
- Python
- HTML / CSS

- C++
- JavaScript
- Arduino IDE

LANGUAGES

English
Fluent

Ukrainian
Fluent

Russian
Fluent

German
Advanced

Slovak
Beginner