

Lushe Shipkov

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www.project-airfoil.blogspot.com

Skills

CAD/CAM: CATIA v5, Autodesk Fusion 360, Solidworks, ANSYS.

Programming Languages: C#, C++, Python, MATLAB.

Game Engines: Unity Engine (+API), Unreal Engine (+BluePrints)

Other: OpenGL, WebGL, Simplify3D, Version Control (git, Mercurial).

Projects

- 2D Airfoil Flow Modeling and Simulation - Navier Stokes Solve.
- Potential Flow Visualization.
- 3D-Printed RC Airplane.
- 2D Arbitrary Shape Modeler.
- Character Renderer Library.

Education

University of California, Los Angeles; 3.914 GPA - Aerospace Engineering

September 2019 - Present

Extracurriculars

3D4E - Board Member

December 2019 - Present

Club board member. Help lead the flight team to design and build a 3D-printed airplane.

Work Experience

Mathnasium Math Tutor

October 2016 - March 2017

Taught students from K-12 a variety of math topics based on their assigned Mathnasium curriculum. Assist students with any math-related homework they were assigned at school.