# Lushe Shipkov

lushe.shipkov@gmail.com, lushe@g.ucla.edu
https://anarchvile.github.io/
https://github.com/anarchvile
www.linkedin.com/in/lushe-shipkov
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; 3.87 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.