

Anton Bobkov

CONTACT INFORMATION

Graduate Student
Department of Mathematics
University of California, Los Angeles
Los Angeles, CA 90095-1555 USA

E-mail:
antongml@gmail.com
bobkov@math.ucla.edu
Website:
www.math.ucla.edu/~bobkov/
Phone: (408)813-6331

EDUCATION

University of California, Los Angeles (*graduate*)
PhD, Mathematics (in progress)

Fall 2011 to present

Advisor: Matthias Aschenbrenner

Research interests: Mathematical logic, model theory, NIP theories, vc-density

University of California, Los Angeles (*undergraduate*)

Graduated Spring 2011

- *B.S.* in Mathematics, *B.A.* in Physics
- Sherwood Prize
- Departmental Highest Honors in Mathematics, College Honors
- GPA: 3.82 (Magna Cum Laude)
- William Lowell Putnam Mathematics Competition
 - 2008 - score 30
 - 2009 - score 19

UNDERGRADUATE RESEARCH

Cryptography REU at Northern Kentucky University

Summer 2009

Implemented a variant of MXL algorithm in computational algebra system MAGMA

Research assistant for Vladimir Vassiliev

2008 - 2011

I did various numerical simulations in C++ for AGIS gamma-ray telescope. This included forward and inverse kinematics for Stewart platform, ray casting focusing simulations, and laser calibration. I have also worked on network interfacing with Gumstix boards using CORBA as well as installing and configuring a custom linux kernel.

TEACHING

Intermediate C++ Programming, Linear Algebra, Calculus

PAPERS

Bobkov, A. *VC-density for trees*, in preparation

SOFTWARE EXPERIENCE

Unix-like systems

I am comfortable working in command line environment, including tasks such as

- installing and managing web-server, repository server, ssh server
- code building, editing, and version control

Languages

C++, C#, bash, Java, php, MAGMA

Code management

CMake, Makefile, git, subversion, Visual Studio, Unity3D

Standards

TCP/IP, .NET, CORBA

**INDEPENDENT
PROJECTS**

Burn and Turn

2008 - 2011

Cross platform arcade style video game featured on [Kotaku](#) and [IndieGames](#). It was coded in C++ and used OpenGL as a backend for graphics. It was created by a team of three people over a course of four years and released on iOS and Android markets.

Self Balancing Robot

Summer 2012

UCLA Graduate Student Wiki

Summer 2014

Decentralized Networking Online Game

Fall 2014 - Present