

# Anton Bobkov

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## CONTACT INFORMATION

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## EDUCATION

**University of California, Los Angeles** (*graduate*) **Fall 2011 to present**  
*PhD*, Mathematics (in progress)

*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**