EDUCATION

**City University of New York, College of Staten Island**

*Bachelor of Science in Computer Science**Graduated**05/2025*

**Relevant Coursework:**

Data Structures, Algorithms, Database Fundamentals, Web Development, Object-Oriented Programming, Operating Systems, Cybersecurity, Game Development, Software Engineering Principles

**CUNY Tech Prep** *09/2023 - 05/2024*

*Selective year-long CS fellowship focused on AI/ML model development, tuning, and deployment using Python*

SKILLS

**Programming:** Python, Java, C#, C++, JavaScript, SQL, PowerShell  
**Web/Mobile:** React.js, Node.js, Flask, Spring Boot, Xamarin, .NET  
**AI/ML/Data:** TensorFlow, PyTorch, Pandas, NumPy, Scikit-learn, OpenAI **DevOps/Tools:** Git/GitHub, MongoDB, SCCM/MECM, ServiceNow, Linux, Docker  
**Languages:** Russian (Native), English, Belarusian

EXPERIENCE

**RBC Capital Markets** *Jersey City, NJ*

*Technology Infrastructure Engineer - Junior Tech 04/2025 - Present*

* Led Windows 11 enterprise migration for 1,000+ machines while managing a team of 4 interns, ensuring minimal business disruption
* Developed **OfficeOps** transforming manual Excel-based office management into a real-time web application with automated seat tracking, conflict resolution, and reporting
* Mentored and trained new cohort of technology infrastructure interns on DSS best practices, Windows deployment procedures, and corporate IT support protocols

*Technology Infrastructure Engineer Intern* *05/2024 - 11/2024*

* Developed an IP Processing Tool using PowerShell, C#, WPF, .NET, and networking libraries, incorporating multi-threaded implementation to enhance asset management, data validation, and reporting. The tool improved scanning efficiency by 40% and provided potential annual cost savings of $14,404
* Facilitated the onboarding of 850+ employees, including Windows imaging, MDM setups, VPN configurations, and MECM/SCCM deployments.
* Responsible for remediating 750+ CrowdStrike-related BSOD errors across multiple campus locations.
* Provided ongoing support during BAU work.
* Provided white-glove support in a fast-paced corporate environment ensuring quick resolution to end user issues and complaints resulting in over 1200+ incidents and tasks.
* Supported high-visibility events setting up background infrastructure (A/V on Webex, check-in systems)

**DNR Events LLC** *New York, NY*

*Software Engineer Intern* *06/2023 - 08/2023*

* Implemented dynamic theme selection with a dark mode feature, improving accessibility and boosting app engagement by 25% across iOS and Android.
* Collaborated on development of a live chat feature using C# and Xamarin Forms, increasing real-time user interactions by 30%.
* Improved development workflow by implementing automated testing, cutting release time by 20% and ensuring code maintainability.

PROJECTS

**E-Commerce Platform “Planet Express” –** [**GitHub**](https://github.com/KdRome/planetExpress)*04/2024*

* Developed a platform using React.js + Vite, Flask, and PostgreSQL, managing over 1,000 products
* Implemented secure account creation, JWT authentication, and personalized order history
* Designed a checkout process with automated emails, product filtering, and detailed pages

**Gaming Trends Analysis Project -** [**GitHub**](https://github.com/CTP-AKP/AKP_Data_Science)*10/2023*

* Led a team of three in analyzing gaming datasets using Python and Pandas and developed a predictive language model using OpenAI's API, enhancing trend analysis
* Developed a Streamlit web application for real-time data visualization and interactive analysis, and applied machine learning for predictive analytics of top-performing games with an accuracy of 92%