ARTYOM SAPA

Los Angeles CA 90024 | (424) 415-2827 | sapartyom@g.ucla.edu
https://www.linkedin.com/in/sapartyom/ | https://github.com/artySapa | Website

EDUCATION

University of California, Los Angeles (UCLA) June 2025
B.S., Computer Science and Engineering; GPA: 3.895
Coursework: Software Construction, Computer Organization, Data Structures And Algorithms, Linear Algebra
Technical Skills: JavaScript, TypeScript, React, C++, C, Python, Linux, HTML, 1C, Git, Arduino, Microsoft Office

WORK EXPERIENCE

Desco Industries Incorporated June 2022 - August 2022
Computer Science and Engineering Intern
- Wrote a script for automatically pushing out Windows updates and software updates for all departments, including internationally based computers and electronics with **batch files, group policies, SQL,** and **LanSweeper**
- Implemented interface features for webpages by updating files in a large Intranet code database using **JavaScript**
- Improved departments' data communication and **Access** databases features by debugging **SQL** and **VBA** code
- Executed hardware and software troubleshooting processes on-site for other employees and security purposes

Slava KVC June 2020 - August 2021
Technology Projects Manager
- Led the creation of 4 large projects, including navigating and gymnastics apps with **1C**, received patents for each
- Collaborated with my high school to encourage programming in 1C programming language among students
- Distributed investors' money over the high school teams by conducting a project competition amongst students
- Presented yearly progress report on the student projects during an international mobile application creation meeting

ASUCLA March 2022 - Present
Customer Service Supervisor
- Managed and executed the daily deliveries, stocking, and distribution of the products in the student store
- Trained employees to work at the register and kept equipment and goods in a good condition and organization

PROJECTS

ProFlow (task organizer project) - *TypeScript, CSS, HTML* GitHub
- Implemented responsive frontend interface of several parts of the application in a large codebase using **TypeScript**
- Collaborated with 4 people to make the application's backend and frontend parts to work using **Git** version control
- Made the communication between the frontend and backend smooth and fast for relevant features of the app

Sea battleships game project - *C++* GitHub
- Implemented Human, Mediocre, and Good artificial intelligence players as options to play against in battleship
- Implemented Good player, which wins Mediocre player 92% of times which won a simple algorithm 95% of times

Compiler project - *C++* GitHub
- Implemented a better compiler algorithm to sort enormous amounts of data using hash tables and vectors of vectors
- Improved the efficiency of code compiling 400,000 lines by reducing execution time from 2550 msec to 11 msec

Cardiac Rehabilitation app June 2020 - September 2021
- Created an app which helps patient remotely readapt after heart attacks and to be in touch with their doctors **(1C)**
- Developed the app from the initial design for 5 potential customers by using several web networking algorithms
- Improved the design of the app based on interaction with multiple doctor reviews and recommendations on the app

ACTIVITIES

ACM.hack club September 2022 - Present
- Created 3 personal websites using **React (JavaScript)** and collaborated with several group members for feedback
- Improved data storage and security of my personal applications by connecting most relevant parts to the **AWS**

Robotics Club - State Physics and Mathematics School September 2019 - September 2020
- Created 6 machines, including sumo and helper robots on **Arduino**. Presented helper robots in a state competition
- Built and coded electronics parts of robots, including transistors, boards, and wires using **Arduino** coding language