# Igor Chovpan

437-665-0196 | i.chovpan@mail.utoronto.ca | chopikus.dev | github.com/chopikus | linkedin.com/in/chopikus

## EXPERIENCE

### Firmware Developer — May 2025 – Present
*University of Toronto Aerospace Team* — *Toronto, ON*

- Contributing to the FINCH satellite firmware, resolving technical issues, presenting findings in a team.
- Leading the migration of Zephyr development environments for 10+ team members to Docker, supporting Linux, Mac, and Windows platforms.
- Achieved 2x speedup of an image compression algorithm by applying general performance optimizations.
- Researching ways to improve image compression performance using multithreading and SIMD.

### Junior C++ Developer — July 2022 – July 2023
*Keepit; a backup solution for cloud services* — *Krakow, Poland*

- Launched Azure Devops backup coverage working with 3 teammates over the course of 12 months.
- Interacted with REST APIs of Azure Devops, Azure AD, researched available datapoints to backup and restore.
- Collaborated with QA and Customer Support teams, provided technical documentation, presented projects to stakeholders.
- Developed an item upload scheduling algorithm, enabling restore of snapshots with up to 10 million dependencies.
- Refactored parts of C++20 development and Java 8 testing code, unified JSON parsing approach.

## TECHNICAL SKILLS

**Languages**: C++, Go, Python, Java

**Other**: Docker, Git, GDB, CMake, Linux, Zephyr RTOS

## EDUCATION

### University of Toronto — Graduating in June 2027
*Computer Science Major, Mathematics Major, Coop student* — *GPA: 3.71*

**Relevant coursework:**

- CSC207 – Software Design (86%)
- CSC209 – Software Tools and Systems Programming (85%)
- CSC265 – Enriched Data Structures and Analysis (91%)
- CSC258 – Computer Organization (86%)

Supporting the Ukrainian community outside of class.

## PROJECTS

**rm-exporter**

- Found limitations of note export on the reMarkable tablet (inability to select folders and export large notes).
- Developed an open-source GUI export client from scratch using Go, Typescript, Svelte.
- Addressed community feedback by fixing issues and adding functionality, achieved 200 downloads and 30 stars on the Github repository.

**spydle**

- Developed a real-time multiplayer word-guessing game in a team of 5 people over the course of 2 months using Java, Spring Boot, Kubernetes.
- Implemented core logic of the game, deciding the next turn's player, handling game time, validating user guesses.
- Improved reliability of the game by preventing concurrency issues and implementing unit, end-to-end tests.

**food-classifier**

- Researched various machine learning models to classify a food item based on survey answers.
- Implemented final prediction script in Python in a team of 4 people across 2 months.
- Wrote a report describing hyperparameter tuning, and choosing a final model.
- Achieved 86% testing accuracy on the instructor's data, team rank 5 out of 65.