David Simon **Tetruashvili**

UNDERGRADUATE COMPUTER SCIENCE STUDENT · TINKERER

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"The best oportunity comes when you find you need somethig that does not exists yet."

Profile

I am a striving trilingual Computer Science bachelor student with an international background to specialise in Artificial Intelligence at King's College London who puts much focus on crafting elegant solutions from the get-go and then improving on them. I follow the CTF hacking competition scene; you can often find me reading write-ups from past conventions though I am yet to attend one. I enjoy to customise and frequently change my Linux desktop environment and tinker with my terminal emulator. Currently I am working on my final diploma project: an Argumentation Framework Solver under the supervision of Dr Odinaldo Rogrigues.

Skills

Languages	English, German, Russian
Programming	Python, C/C++, Java, Scala, NodeJS/JavaScript, PHP, MySQL, NoSQL (Firebase)
Tools	(Arch) Linux, Zsh/Bash, Git & GitHub, Digital Ocean
Misc.	Video Editing (Adobe Premier Pro), Arduino & basic electronics

Education

King's College London — University of London
London, United Kingdom

BACHELOR OF SCIENCE IN COMPUTER SCIENCE (WITH ARTIFICIAL INTELLIGENCE) (HONS.)   *Sep. 2017 - Present*

- **Current GPA: 89%**
- Expected first-class degree.
- Relevant modules include:
  Software Engineering Group Projrct *[Major Project ("Prep."):* **91%**, *Written Examination:* **92% (Top mark in class)**, *Overall:* **87%***]*,
  Introduction to Artificial Intelligence *[Coursework #1:* **85%**, *Coursework #2:* **90%**, *Overall:* **84%***]*,
  Practical Experiences of Programming (C++/Scala) *[***91%***]*, Programming Practice and Applications (Java) *[***96%***]*,
  Internet Systems *[***97% (Top mark in class)***]*, Database Systems (MySQL) *[***90%***]*,
  with seven other modules with final grades between **82%** and **90%**.

Berlin International School
Berlin, Germany

INTERNATIONAL BACCALAUREATE DIPLOMA   *Sep. 2015 - May 2017*

- **Overall 42 points out of possible 45**, including 6/7 points in Higher Level Mathematics.
- Extended Essay in Computer Science on *Evaluation of Texture Filtering Algorithms applied in VR HUDs*:
  33/36 points, Grade A.

INTERNATIONAL-GCSE   *Sep. 2015 - May 2017*

- 10 IGCSEs with eight being A* or A, including A*s in Mathematics, Physics, and ICT.

Experience

Guy's and St. Thomas' Hospital NHS Trust
London, United Kingdom

MOBILE APP DEVELOPED & DATABASE ENGINEER   *Feb. – Mar. 2019*

- Developed a Doctor-Patient communication and test compliance mobile application (iOS and Android) and admin web app (Vue.js) package called "Prep." in a team of 8 as the "Major Project" during the 2nd year at KCL.
- Managed and maintained a consistent Git version control history and conventions for the whole duration of the project.
- Designed and implemented several mobile application modules intended for use by patients aged c. between 40 and 60 years old focusing on accessibility, utilising Google's Flutter framework.
- Prototyped/Designed the UI theme and other UI elements for the mobile application with emphasis on ease of use and readability.
- Designed and implemented the back-end database structure used for the app with hard emphasis on privacy, information leak prevention, and enterprise scalability using Google's NoSQL Firebase database.
- Created a screencast presenting the final application.
- **Solution has been shortlisted for funding.**

Projects

Collegiate Information Portal (KCL-info)

Designer and Programmer *Oct. 2019 – Present*

Currently developing an information retrieval web API for use by staff and students of KCL. The main purpose is to provide easy access to important and up-to-date information around campus and all of its aspects in one unified place.

KCLge Game Rental Catalogue Web App

Back-end Developer *Nov. – Dec. 2018*

In a team of two, developed back-end for a online-store-style web app using pure PHP and JavaScript to access an external API for game data to be cached in a MySQL database. Implemented CRUD administrative functionality including multiple account types (guest/user/admin system), game information manipulation and editing and entry, and basic rental functionality such as renting rule/restriction definition and enforcement, black-listing, and game inventory management.

Extracurricular Activity & Volunteering

TeachFirst (Placed at Harris Academy Packham) *Peckham, London, United Kingdom*

Insight Programme Intern *Jun. 2018*

- Underwent crash-course-style pedagogic training focusing on self-development in problem solving, leadership, and innovation through workshops, lectures, and practical exercises.
- Spent one week at Harris Academy Peckham serving as teaching assistant in the department of mathematics.
- Planned, prepared resources for, and delivered a mathematics lesson to a year 8 set 1 class.
- Observing teacher noted *"outstanding use of pre-prepared resources, great rapport built with students, and positive and motivational attitude."*

Modern Language Center at King's College London *London, United Kingdom*

German and Russian Language Tutor *Apr. 2019 – Present*

- Volunteered time to run speaking practice sessions with students at the university and persons of the public.

Beginner's Programming and Game Development Workshop *Berlin, Germany*

Workshop Leader *May. – Jul. 2017*

- Launched an after school beginner's programming workshop after learning that the school did not offer adequate education in this topic 'due to low demand.'
- Thought the basics of programming to a class of c. 30 students of mixed ages using Python 3 and the simple 2D game engine GameMakerStudio.
- This effort was acknowledged in the school's yearbook that year.