# STAN OSIPENKO

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**PROFILE** 

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I'm passionate about software engineering and game programming. I am also very enthusiastic about opening up access to education. I currently work part-time at non-profit education companies teaching Python, Scratch, and Web Design.

### **EXPERIENCE**

#### Chocolate Minds - 2020-Present

<u>Chocolate Minds</u> is a non-profit education company designed teaching Python, HTML, and Scratch. While teaching I also designed Python courses. Being one of the first teachers there meant I was able to design and deliver free programming classes for children of key workers in response to the coronavirus pandemic.

#### Private Tutor - 2019-Present

During weekly sessions we often work through <u>LeetCode</u> problems or similar so that the students can improve their practical skills.

#### Codelab / Imperial College London - 2018-Present

<u>Codelab</u> is a project of the department of computing providing opportunities to less fortunate kids to learn computing and programming skills. I initially started as a teaching assistant, but over the course of 2019 I took on more organisation and management roles, becoming a teacher as of October 2019.

# **EDUCATION**

Latymer Upper, London, UK – Secondary / High School: Academic Mentor: Mandarin & Computing. Graduating: 2022.

Cyber Security Course: Studied Cyber Security To 1st Year Level

Funtech PureCoder 1-3 Course (3 years): C#, Java, Web Dev, OOP, Stacks, Big O Notation, MySQL, jQuery.

Studying A-levels: Maths, Further Maths, Physics, Computing.

# **SKILLS**

Languages: Proficient: C++, JS, Python, Lua. Competent: C, C#, Bash.

Software Engineering: Making software for more than 4 Years using Python, Node.js, & Bash.

Game Programming: Made over 50 games using C, C++, JS, & Lua.

Teaching: Teaching for more than 2 years (150+ Hours). Using differentiated online & in person methods for ages 6-17.

#### **PROJECTS:**

<u>Unnamed</u>: OpenGL shader supporting multiple light sources and colors.

**A\***: A\* pathfinding algorithm in Python.

Traffic Simulation: Oversimplified traffic simulation in Lua.

More at stan.xyz/projects or Github.

# **OTHER**

- Winner of debating competition (DebateMate Competition: 300+ people).
- Russian: Fluent, GCSE A\*. Mandarin: HSK 2.
- UKMT Maths Challenge: 3x gold award.
- Clarinet: Grade 8 (Highest).
- Kick Boxing, Jiu Jitsu.