

STAN OSIPENKO

Ambitious Computer Science student seeking to make a measurable impact through creative problem-solving and exceptional work ethic.

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British & Ukrainian citizen.

EDUCATION

Carnegie Mellon University **Computer Science**

August 2022 - May 2025

- B.S Computer Science, Computer Systems Concentration.
- 15-122 Imperative Programming: successfully implemented bytecode reader and virtual machine for garbage collected language CO.
- Won the HRT prize for Best Use of Data at the HackCMU hackathon.

Latymer Upper School **A-Levels** (London, UK)

- One of 5 students out of 285,000 to take 6 A Levels.
- Maths A*, Computing A*, Statistics A*, Further Maths A, Physics A, Business A.
- SAT 1600/1600, SAT Mathematics II 800/800.

WORK EXPERIENCE

Various **Programming Teacher** (> 450 hours)

September 2018 - Present

- Designed and taught Python courses for free to children of essential workers during lockdown.
- Mentored 8-13 year olds for Cambridge PiWars competition.
- Taught key part of UK high school curriculum, Computing GCSE, to young people. [Reference from Parent](#).
- Became first and only non-university student in Imperial College London's Codelab teaching group (Sep 2018).

Flashpoint VC **Data Analysis Intern**

June 2020 - August 2020

- Gained comprehensive understanding of VC industry and round B / C financing.
- Conducted target screening in the gaming space and last-mile journey companies.
- Wrote SQL scripts for team to better filter through Crunchbase databases.

PROJECTS

Senti **Winner of HRT Prize @ HackCMU** ([senti.ml](#))

September 2022 - October 2022

- Developed real-time sentiment heatmap and text-based social media forum for the collection of emotional data.
- Collaborated and excelled in a team of talented developers, despite time constraints and fierce competition.
- Selected for one-on-one interview with Y Combinator and given the opportunity to network with alumni startup founders.

Aseprite Loader **C++ Systems Programming** ([github.com/Aseprite_Loader](#))

November 2020 - May 2021

- Developed custom file format loader for the Aseprite software that significantly improves development speed and efficiency.
- Contributed to and widely used by open source community, receiving 60 stars on Github.

Spruce **Python Software Engineering** ([github.com/dmoa/Spruce](#))

March 2020 - February 2021

- Developed project that generates fully-formatted PowerPoint presentations from text files.
- Learned to create installation script to make installation process seamless for users.

Love-Export **Lua & Bash Scripting** ([github.com/dmoa/love-export](#))

July 2019 - April 2020

- Implemented deployment tool for [Love2D](#) Lua game engine for Windows, Mac, and Linux, streamlining the development process.
- Collaborated with open source contributors online to advance the project, receiving 40 stars on Github.
- Contributed to the documentation of the Lua game engine, improving accessibility for other developers.

SKILLS

- **Proficient in:** C++, C, Python, Lua.
- **Competent in:** HTML/JS/CSS, NodeJS, React.
- Version Control (Git), MS Office, LaTeX, Windows, Mac, Ubuntu.

OTHER

- Member of Game Creation Society. Currently working on 4000 line game and implementing custom C++ OpenGL engine.
- Co-Run Grappling and MMA Club. Jiu-Jitsu Blue Belt.
- Member of Quant Club and attend regular events.
- Urban Design enthusiast. Member of London Cycling Campaign. [Essay](#) on Single-Family Zoning.
- Clarinet: Grade 8 Classical (Highest), Grade 5 Jazz (Highest)
- Russian: Fluent (GCSE A*/TORFL B1). Mandarin: Conversant (HSK 3). Ukrainian: Beginner.