STAN OSIPENKO

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EDUCATION

B.S. in Computer Science • Carnegie Mellon University Expected December 2025
- Minors in Software Engineering and Decision Science, 3.5 GPA
- Member of Computer Club and MMA Club

PROFESSIONAL EXPERIENCE

Algorithm Developer • ASML (HQ, Netherlands) January – June 2024
- Created C/C++ algorithms from scratch (4,000 lines) to detect faulty parts in lithography machines
- Improved data throughput by a factor of 10 compared to previous intern's work
- Employed test-driven design with manager to ensure correctness
- Designed and implemented exhaustive test-suite and presented software to 30+ electrical engineers
- Programmed CLI interface with manual page; left folder containing 25+ command line examples

Software Engineer Intern • Capula Investment Management LLP (London, UK) June 2023
- Conducted RabbitMQ benchmarking for 100+ traders
- Created new backend server tutorials and documentation for future developers
- Worked remotely with Hong Kong based developers to test their software suite

Analyst • Flashpoint Venture Capital (London, UK) June – August 2020
- Wrote SQL scripts to analyze 10,000+ technology companies from Crunchbase
- Conducted potential target screening for gaming and last-mile spaces, reviewing more than 100 companies
- Gained insights into the VC industry and B/C round financing

PROJECTS

Startup • AI for Interior Design December 2023 – Present
- Co-founder of pre-seed stage company
- Building an AI search engine for interior designers, reducing mood board creation time 4x
- Python/Web 4,000+ lines. Database 300,000+ products. HuggingFace, Flask, Amazon Web Services (AWS), Sagemaker

HackCMU • Winner of the Hudson River Trading (HRT) Prize for Best Use of Data Hack November 2022
- Created a real-time heatmap capturing student sentiment across the university campus as part of CMU hackathon
- Developed a B2B monetization model: selling users' sentiment and text pairs for training data purposes

Published Video Game • Island Citadel November 2020 – February 2024
- Implemented program with no external libraries (8,000 lines C++): graphics engine, shaders, map editor, art, music
- Rewrote entire codebase into Jonathan Blow's closed beta programming language Jai (7,000 lines)
- 250+ copies sold

Open Source Project • Aseprite Loader December 2020 – March 2022
- Created first open source .ase loader library
- 50+ GitHub stars. Used in 5+ game engines
- Interpreted and developed insights into niche open source file format
- Developed test suite to verify correctness before pushing changes to public

SELECTED ACHIEVEMENTS AND ACTIVITIES

- CFA Institute Investment Foundations Certificate July 2024
- Ran Amsterdam Marathon with no training May 2024
- CoderPad Online Coding Competitions, top 500/300,000 2021 – 2022

SKILLS

- **Technical:** C/C++, Python, Javascript, Lua, Jai, SQL, Git, Bash, LaTeX, Vim, Pytorch, Pandas
- **Language:** Native English, Fluent Russian, Conversant Ukrainian, Conversant Mandarin
- **Other:** Public speaking, debate.

TEACHING EXPERIENCE

- Lecturing to 200+ students as a TA for Carnegie Mellon course **07-131: Great Practical Ideas in CS** Fall 2023 and 2024
- Mentor for **University of Cambridge** PiWars competition March 2021
- Became first and only non-university student in **Imperial College London**'s teaching group September 2018