

STAN OSIPENKO

Ambitious student seeking to make a measurable business impact through creative technology and exceptional work ethic.

@ osipenko@cmu.edu

in linkedin.com/in/stan-osipenko/

🔗 stanosipenko.com

🔗 stanosipenko.com/github

Ukrainian & British citizen

EDUCATION

Carnegie Mellon University **Computer Science** (GPA 3.5)

August 2022 - May 2025

- Major: B.S Computer Science, Machine Learning Concentration.
- Teacher Assistant: 07-131 Great Practical Ideas in Computer Science.
- Awards: HRT prize for Best Use of Data at the HackCMU hackathon.

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

September 2015 - June 2022

- 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

ASML **Data Flow Algorithm Developer**

Winter 2024 - Spring 2024

- Created custom data processing pipeline tool (including user interface).
- 10x data throughput over conventional C++ algorithm.

Capula Investment Management LLP **Software Engineer Intern**

Summer 2023

- RabbitMQ server benchmarking to ensure message speed to traders is not compromised.
- Presented and proposed best AMQP protocol and Memcached options to the team.
- Created new backend server tutorials and documentation for future developers.

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

September 2018 - August 2022

- Designed and taught Python courses for free to children of essential workers during lockdown.
- Mentored 8-13 year olds for Cambridge PiWars competition.
- Became first and only non-university student in Imperial College London's Codelab teaching group (Sep 2018).

Flashpoint Venture Capital **Data Analysis Intern**

Summer 2020

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

PROJECTS

Interiors With Art **Architecture AI**

December 2023 - Present

- Customised AI web scraper to extract vendor information.
- Integrating AI image analyser to improve clientside search for vendors' items.

Aseprite Loader **C++ Systems Programming**

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**

March 2020 - October 2020

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

SKILLS

- Advanced in: C++, C, Python, Jai, Lua, Graphics Programming.
- Proficient in: HTML/JS/CSS, NodeJS, C#, SQL, MATLAB, SMLNJ.
- Competent in: Version Control (Git), MS Office, Excel, LaTeX, Sibelius, Logic Pro, Aseprite, Photoshop.

OTHER

- Member of Quant Club and attend regular events. Pursuing CFA Foundation.
- Co-Run Grappling and MMA Club. Jiu-Jitsu Blue Belt. Completed 4x4x48.
- Member of Game Creation Society. Published 7000 line game implemented in C++/Jai OpenGL engine.
- Avid reader of Urban Design strategies (Singapore, Amsterdam, London, Hong Kong, Vienna). Member of London Cycling Campaign.
- Clarinet: Grade 8 Classical (Highest), Grade 5 Jazz (Highest).
- Russian: Fluent (GCSE A*/TORFL B1). Mandarin: Conversant (HSK 3). Ukrainian: Beginner.