STAN OSIPENKO

Ambitious student seeking to make a measurable business impact through creative technology and exceptional work ethic. Working on unannounced architecture / design software.

@ 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
- B.S Computer Science, Machine Learning Concentration.
- 07-131 Great Practical Ideas in Computer Science Teacher Assistant.
- Won the 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 **Incoming Data Algorithm Developer**   Spring 2024

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 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 VC **Data Analysis Intern**   Summer 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

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 - 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**   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, Graphics Programming.
- **Competent in:** HTML/JS/CSS, NodeJS, C#, SQL, SMLNJ, React.
- Version Control (Git), MS Office, LaTeX, Windows, Mac, Ubuntu, 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. Currently working on 4000 line game and implementing custom C++ 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.