Yelizaveta Brus

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OBJECTIVE

As a committed and enthusiastic Master's student, I'm driven by a passion to create a positive impact on the world. I'm excited about the opportunity to bring my industry experience and collaborative mindset to an internship. I'm genuinely looking forward to joining a team that is excited to make meaningful contributions to the world and improve people's lives.

EDUCATION

University of Waterloo   **Waterloo, ON**
Master's degree, Computer Science   *September 2023 - 2025*
- **Research Area:** Software Engineering, Build Systems, Mining Software Repositories.
- **Courses:**
  - Software Engineering for Big Data & AI (CS 846).
  - Art & Science of Empirical CS (CS 848).
  - Topics on Mobile & IoT Security (CS 858).

NTUU "Igor Sikorsky Kyiv Polytechnic Institute"   **Kyiv, Ukraine**
Bachelor's degree, Software Engineering   *September 2019 - June 2023*
- **Total mark:** 95 out of 100.

RESEARCH EXPERIENCE

University of Waterloo, Cheriton School of Computer Science   **Waterloo, ON**
Research Assistant   *September 2023 — Present*
- Work on the characterization of repeated builds in CI using feature engineering and regression modeling.
- Evaluate using LLMs for vulnerability detection in Android. The arxiv: Leverage Large Language Models for Vulnerability Detection.

University of Waterloo, Cheriton School of Computer Science   **Waterloo, ON**
Visiting Researcher   *May 2023 — August 2023*
- Worked on Gradle Build Systems. Studied the change impact on Gradle Build system specifications.
- Worked on data flow analysis and improved existing tools for code comparing using AST. Worked on implementing Definition-Use chains.

WORK EXPERIENCE

Antagosoft   **Kyiv, Ukraine**
React Native Engineer   *March 2023 — August 2023*
- Worked on the Fitness app and used ML Kit Pose Detection API to detect poses in real time
- Proposed new animations to increase user engagement
- Added CI using Fastlane, which reduced time of testing and publishing the mobile application

Binary Studio Ltd   **Kyiv, Ukraine**
Software Engineer   *September 2021 — April 2023*
- Developed mobile applications using React Native and TypeScript, improving user experience by rewriting animations using react-native-reanimated. Worked with expo push notifications. Implemented localization using i18n. Implemented navigation for different user types.
- Developed website using React, and worked on the backend with Express, TypeORM, and PostgreSQL. Also, I developed a mobile app using React Native and implemented push notifications via Firebase.

VOLUNTEERING

Binary Studio Academy   **Kyiv, Ukraine**
Academy Mentor   *July 2022 — September 2022*
- ○ Managed a team of 4 people. Helped them with daily tasks.
- ○ Worked on product requirements.
- ○ Led sprint review, sprint retro, and daily calls.
- ○ Created tickets and led the process of product implementation.
- ○ The product which was created: ⍥ vse-bude.

Binary Studio Academy   **Kyiv, Ukraine**
Academy Teacher   *June 2022 — September 2022*
- ○ Filmed lecture "React Native. Animations and Gestures".
- ○ Created and marked homework for the "React Native. Animations and Gestures" lecture.
- ○ Helped students with their tasks and homework ("JavaScript for everyone", "HTML/CSS").

TECHNICAL SKILLS

- ○ Programming Languages: Python, JavaScript, TypeScript, R.
- ○ Data Analytics Tools: scikit-learn, numpy, pandas, SQL, rms.
- ○ Databases: MongoDB, PostgreSQL, GraphQL.
- ○ Cloud-related tools: AWS, Terraform.
- ○ Deployment-related tools: Git, Docker, Fastlane.
- ○ Web and mobile-related tools: React, React Native, Redux, Reanimated.
- ○ Backend tools: Express, Fastify.
- ○ Other: LaTeX, Google Services (including sheets, docs, and slides).