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DMYTRO RYZHKOV

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EDUCATION

Boulder, CO University of Colorado Boulder

Fall 2014 - Summer 2018

- Entering Junior year pursuing B.A. in Computer Science
- Undergraduate Coursework: Software Development Methods and Tools; Principles of Programming Languages; Algorithms; Discrete Structures; Computer Systems; Data Structures; Intro to Programming; Intro to Linear Algebra; Calculus I and II; Physics I and II; Experimental Physics.
- Memberships: Society of Women Engineers; University of Colorado Debate Team; Conference on World Affairs Tech and Science; Global Engineering Residential Academic Program.

TECHNICAL EXPERIENCE

Projects

- **Sociable** (2016). Virtual reality app for the Oculus Rift that helps special needs students to react appropriately in certain social situiations by putting them in a fun and safe environment. C#, Unity
- HobbyHub (2015). A group based social network/forum where users can join different groups depending on their hobbies and have discussions with other users about their interests. MySQL, PHP, Web Frameworks
- flix (2016). A cross-platform movie where users can see information on upcoming movies, search for movies, and keep track of movies they want to see. APIs, HTML/CSS, Javascript, Ionic Framework
- Data Structures Final Project (2015). Implementations of various sorting algorithms on randomly generated arrays. C++
- Android Game (2016). Sidescrolling infinite runner game for the Android operating system. Java, Android Studio
- **PipBoy** (2015). Wearable tech based off of a video game, with various functions to aid the user. Python, Raspberry Pi

Additional Experience and Awards

• Third Place, HackCU 2016 Hackathon: Recieved third place overall for a virtual reality app aimed at teaching special needs kids how to react in social situations.

Languages and Skills

- C++; C; Python; HTML/CSS; Java; PHP; Scala; MySQL
- Git/Github; Object Oriented Programming; Bash Shell Scripts; Agile Methodology; APIs; Linux; OSX;
 Windows; Test Driven Development; Android Studio; Teamwork; Ability to learn new technologies quickly.