

SUMMARY Programmer looking for a Summer 2020 internship in software engineering. Always eager to learn more. Well-versed in multiple programming languages, libraries, and tools. Have experience with team technology projects. Had multiple prior internships. Won several awards at hackathons.

EDUCATION M.S. in Computer Science at UMass Amherst, Class of 2022
B.S. in Computer Science at UMass Amherst, Class of 2020, GPA: 3.623

TECHNICAL SKILLS

Programming Languages	Python, JavaScript, Java, C#, C, Objective-C
JavaScript Libraries	Vue, React, jQuery, Polymer, three.js, PixiJS, Firebase
Tools	Git / Github, webpack, gulp, yarn, npm, Unity, Xcode
Other Experience	HTML/CSS, SCSS, RESTful APIs, SQL, YAML, Node.js

WORK EXPERIENCE

Juniper Networks - Westford, MA - Systems Test Intern **Summer 2018, Summer 2019**

- 2019:
 - Created infrastructure code to test the MX Series 5G Universal Routing Platform
 - Calculated statistics for scaling and performance verification
 - Automated multiple components and features for seamless testing
- 2018:
 - Made unit tests for an existing program that would test high-end routers
 - Verified quality of over 7000 lines of code
 - Wrote and verified test code for ISSU (In Service Software Upgrade)

H.H. Brown - Andover, MA - Software Development Intern **Summer 2015**

- Built an iOS app to let users register purchases, get promotional offers, locate stores, etc.
- Utilized a database to retrieve and modify user information
- Worked with a graphic designer and another intern to create the app
- Learned how to communicate and work effectively in a team

Russian School of Mathematics - Andover, MA - Tutor **2013 - 2018**

- Tutored math to students of all grades and helped them with their homework
- Developed effective multitasking and communication skills when handling multiple students and interacting with faculty and parents

PROJECTS

My Website - www.gukovsky.com

- Showcase of my side projects, including Minesweeper, Tetris, and a 3D Rubik's Cube

HackUMass V (2017) - Best Robotics Project (*Pointr)

- Created a program to use a Leap Motion controller to easily switch lights on/off

Augmented Reality Sandbox (2015)

- Built a sandbox with a projector and an Xbox Kinect to display real-time topography
- Presented at MIT's LINC (Learning International Networks Consortium), LearnLaunch 2016

H.H. Brown Hackathon (2014) - Best Web App (Laser Shoe)

- Built a game using a shoe catalog API as a unique way to advertise shoes