# Anatoly Zavyalov

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## Education

#### **University of Toronto**

September 2020 - June 2024 (expected)

H.B.Sc. Mathematics, Computer Science, Physics 3.99 cGPA

#### **Honors and Awards**

## University of Toronto Scholar - $$1,500 \times 2$

August 2021, August 2022

AWARDED FOR OUTSTANDING ACADEMIC ACHIEVEMENT IN FIRST AND SECOND YEARS OF UNDERGRADUATE STUDIES

#### Dean's List Scholar

June 2021. June 2022

AWARDED TO A SMALL GROUP OF THE UNIVERSITY OF TORONTO'S FACULTY OF ARTS & SCIENCE STUDENTS WHO HAVE A CUMULATIVE GPA OF 3.50 OR HIGHER AFTER COMPLETING 6 CREDITS.

## NSERC Undergraduate Student Research Award (Declined the offer) - \$7,500

March 2022

OFFERED BY PROFESSOR ALLAN BORODIN FROM THE UNIVERSITY OF TORONTO'S DEPARTMENT OF COMPUTER SCIENCE FOR THE PROJECT "ONLINE AND OTHER MYOPIC ALGORITHMS". I DECLINED THE OFFER.

#### Fields Undergraduate Summer Research Program (Declined the offer)

March 2022

OFFERED BY THE FIELDS INSTITUTE FOR THE PROJECT "EXTENDING TRACE THEORY FOR CONCURRENT PROGRAM ANALYSIS". I DECLINED THE OFFER.

#### **Elizabeth Kingstone Scholarship - \$500**

November 2021

TRINITY COLLEGE. UNIVERSITY OF TORONTO

## Summer Undergraduate Research Program (SURP) Fellowship - \$9,595

May 2021

DAVID A. DUNLAP DEPARTMENT OF ASTRONOMY AND ASTROPHYSICS

#### University of Toronto Excellence Award (UTEA) - \$7,500

April 2021

AWARDED TO SUPPLEMENT FUNDING FOR SURP RESEARCH

#### Canada Summer Jobs Grant - $$2,400 \times 2$

July 2018, July 2019

AWARDED TWICE BY THE GOVERNMENT OF CANADA

#### North York Music Festival Piano Medal

May 2019

AWARDED FOR PIANO PERFORMANCE

#### **Publications**

Crichton, Devin, et al. "The Hydrogen Intensity and Real-time Analysis eXperiment:
 256-Element Array Status and Overview." J. Astron. Telesc. Instrum. Syst. 8 (1), 011019 (12 January 2022) https://doi.org/10.1117/1.JATIS.8.1.011019

## **Research Experience**

#### **UNIVERSITY OF WATERLOO | RESEARCH ASSISTANT**

May 2022 – July 2022

DAVID R. CHERITON SCHOOL OF COMPUTER SCIENCE

- Invented a new
- Researching and implementing algorithms into **Walnut**, a theorem proving software for automatic sequences, under the supervision of Professor Jeffrey Shallit.

#### **UNIVERSITY OF TORONTO** | RESEARCH FELLOW

May 2021 - April 2022

DAVID A. DUNLAP DEPARTMENT OF ASTRONOMY AND ASTROPHYSICS

- Developing a full-stack interface for hardware layout for the Hydrogen Intensity and Real-time
   Analysis eXperiment (HIRAX) using JanusGraph, Flask and React, under the supervision of Professor
   Adam Hincks.
- Researching and benchmarking ways to represent properties, connections, and changes to components in a **JanusGraph** graph database for efficient and intuitive querying.
- Research done in part during the **Summer Undergraduate Research Program** in the DADDAA, conducted in the summer of 2021.

## **Teaching Experience**

#### **UNIVERSITY OF TORONTO | TEACHING ASSISTANT**

February 2022 - May 2022

- Teaching Assistant for CSC240H1: Enriched Introduction to the Theory of Computation
- Graded assignments and tests for 90+ students, ran tutorials

#### **UNIVERSITY OF TORONTO** | SUMMER CAMP ASSISTANT

July 2021 - August 2021

MATHEMATICS OUTREACH OFFICE, DEPARTMENT OF MATHEMATICS

- Supervised online camp sessions, tracked student attendance, and solved technical problems.
- Helped students during problem-solving sessions to turn their ideas into proper solutions.

## **WESTON LEARNING CENTRE | TEACHING ASSISTANT**

March 2018 - August 2020

- Instructed accelerated Grade 12 Physics (SPH4U) and Grade 11 Functions (MHF3U) curricula.
- Led a course on computer fluency and introduction to programming using Scratch and Python.
- Worked with students of Grades 1 through 12 to make learning fun and straightforward.

PRIVATE TUTOR 2016 - Present

- Worked with dozens of clients over several years, solidifying students' understanding of material, exposing them to new topics, and preparing them for tests, examinations and contests.
- Teaching mathematics, physics, chemistry, computer science, and programming (Java and Python).

## Other Experience/Volunteering

#### **SIGMACAMP** | COUNSELOR

2022 - Present

- TA for "Surprises in Probability" semilab instructed by Professor Sofya Raskhodnikova; prepared hands-on activities and demonstrations involving paradoxes and counterintuitive topics in probability.
- Implementing and improving algorithms for workshop assignment, and automation of camp systems, written in **Python** and using the **Google Sheets API**.
- Authored problems for math, CS, physics, and linguistics for Problem of the Month.
- Judged tournaments for CS, engineering, linguistics, chemistry, and biology.

THORNHILL SECONDARY SCHOOL

- Organized and led weekly lessons to teach the Java and Python programming languages, as well as tackle challenging problems with the help of programming.
- Created interactive lessons using the Pygame graphics library and the Python programming language.
- Contributed to development of the TSS Competitive Programming Online Judge (tssoj.ca), authored programming questions for the platform.

## **Projects**

#### SUPREM.IO ☑

JAVASCRIPT, PIXIJS, NODE.JS, HTML, CSS, COLYSEUS

An online multiplayer battle arena platformer game with tons of weapons and enthralling, high-pace gameplay.

- SUPREM.IO is averaging 1,300 **daily** unique visitors over the month of May 2022, with a peak of 1,600 unique visitors in a day.
- Created and fostered a community of 450+ players around the game.
- Singlehandedly created and developed the game, including all game assets and graphics, gameplay, game logic and server-side infrastructure.
- Used the PixiJS rendering library for rendering the game, and used JavaScript, HTML and CSS for the front-end interface.
- Used NodeJS, Colyseus, and Nginx for the backend.

VESSEL CLASH ☑ C++, SFML

A space-themed endless arcade shooter with thrilling powerups, unique enemies, and epic bosses.

OGYGIUS ☑ C++, SFML

A top-down Minecraft-esque survival game, with crafting, animals, building, and procedurally generating biomes.

#### **Skills**

#### Languages

English: fluentRussian: native

• German: elementary

#### Computing

- Programming Languages: C++, Java, Python, JavaScript, TypeScript
- Web: HTML, CSS, React
- Backend: PostgreSQL, Flask, JanusGraph, Gremlin, Apache TinkerPop, Colyseus
- Other: NumPy, Pandas, PixiJS, SFML, LATEX, Git