Glebe Zhivoglyadov

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EDUCATION

University of Adelaide, Bachelor of Mathematical and Computer Sciences   Feb 2023 – Nov 2025
GPA: 6.81/7.0. Relevant Courses Completed: Object Oriented Programming, Algorithm Design & Data Structures, Algorithm and Data Structure Analysis, Web & Database Computing, Problem Solving & Software Development, Computer Systems, Multivariable & Complex Calculus II, Mathematics IA, Mathematics IB.

TAFESA, Certificate IV in Cyber Security   Feb 2023 – Dec 2024
Completed coursework covering network security, cyber threat analysis, incident response, ethical practices, and cybersecurity infrastructure implementation.

WORK EXPERIENCE

CSIRO Work Experience   Nov 2021 – Dec 2021
- Worked on an industry-focused project to analyze Victorian electricity demand and pricing trends.
- Developed and fine-tuned a machine learning model in Python to predict future electricity prices using real-world data obtained from AEMO.
- Gained hands-on experience with Python libraries such as Pandas, NumPy, and Scikit-learn for data preprocessing, feature engineering, model training and hyperparameter tuning.

PROJECTS

Bandle Game | GitHub   Feb 2025 - Current
- Recreated the popular song guessing game Bandle using TypeScript, React, and Vite for the front-end, and Python FastAPI for the backend.
- Utilized the Demucs Music Source Separation AI model to perform track separation by isolating different elements of the track.
- Utilized modern frameworks and tools (React, TypeScript, Vite) to deliver a responsive and intuitive user interface for engaging game experience.

AI-Powered Fitness Trainer | GitHub   Jan 2025 – Jan 2025
- Developed an AI-powered fitness trainer application using Streamlit, OpenCV, and MediaPipe Pose to provide real-time exercise feedback and track user performance.
- Implemented a user-friendly interface in Streamlit for users to set goals and track reps and sets.
- Integrated MediaPipe Pose Detection to track and analyze body movements in real-time and provide corrective feedback for proper form and technique.

Volunteer Organizations Platform Web Application | GitHub   Apr 2024 – Jun 2024
- Developed a fully functional volunteer organizations web application to allow volunteers to promote themselves, find new members, and keep their existing members updated.
- Gained experience in building scalable web applications and demonstrated expertise in modern web development technologies including Node.JS, Express.JS, Vue.JS, and AJAX.
- Built a visually appealing user interface and that seamlessly interacted with the backend.

AWARDS/COMMUNITY INVOLVEMENT

DuckCTF 2nd Place Award   Aug 2024
- Achieved 2nd place in the annual Computer Science Club DuckCTF Capture the Flag Competition.

Ravi's Study Program (RSP)   Nov 2024 – Feb 2025
- Completed an intensive, alumni-led coding bootcamp at the University of Adelaide, involving an in-depth study of DSA, solving real-world coding challenges, and participating in rigorous Big Tech-style mock interviews.

TECHNICAL SKILLS

Languages: C, C++, HTML/CSS, MATLAB, Python, SQL, JavaScript, TypeScript
Frameworks: React, Git, Node.js, Docker, Streamlit