

# Daniil Katulevskiy

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## EDUCATION

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2023-NOW San Diego, CA	University of California San Diego undergraduate student Bachelor of Science in Computer Science, 3.9 GPA
2018-2022 Moscow, Russia	International Baccalaureate Diploma Program at Letovo School Magna Cum Laude Diploma with Higher Level in Computer Science

## WORK EXPERIENCE

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JUL-SEP 2023 Liechtenstein	<b>Software Engineering Intern</b> at Polity Network <ul style="list-style-type: none"><li>- Helped deploy a private blockchain setup using Corda 5 notary nodes, migrate smart-contracts from public testnet</li><li>- Developed web-based personal fund management dashboard using JavaScript and Next.js (frontend)</li><li>- Integrated several web3 platforms into the dashboard, such as WalletConnect (web3 developer toolkit), DFNS (wallet as a service provider) and several on- and off-ramp services (Bitpay, Changelly, Moonpay) - backend</li></ul>
JAN-APR 2023 San Diego, CA	<b>Software Engineer</b> at Triton Robotics <ul style="list-style-type: none"><li>- Fine-tuned AI model “yolo-fastest” to be able to detect and distinguish between certain sectors of robot simulated armor</li><li>- Helped reduce the amount of manual input required by automating robot controls for known maps. Maps were scanned and recognized using onboard lidars and cameras, all with limitations of ROS2 processing speed</li><li>- Sped up detection of dynamic changes in weak spots by 23%</li><li>- Worked with mechanical engineering team for final product integration</li></ul>
SEP-DEC 2022 Moscow, Russia	<b>Personal Projects</b> – Android CRM and Chess Helper <ul style="list-style-type: none"><li>- Developed and publicly released Personal CRM application for android with functionality of online administration, online progress synchronization through firebase real-time database, all with proper development documentation</li><li>- Developed a chrome extension with <b>200+ users</b> that allows users to train and progress in chess on chess.com and lichess. Written in typescript, it analyzes games live using a chess engine and shows blunders the player made live during the game instead of waiting until the end for analysis</li></ul>
MAY-JUL 2021 Moscow, Russia	<b>Intern</b> at Skolkovo Institute of Science and Technology <ul style="list-style-type: none"><li>- Artificial Intelligence, Machine Learning, and Computer Vision research program</li><li>- Developed an algorithm for a fully autonomous robot that can avoid obstacles, calculating dynamic path based on stereo cameras and Lidars</li></ul>

## SKILLS

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Languages: proficient in **Python, Java**; have experience in **C++, JavaScript, Rust**  
Tech stack: Database management, Docker, Spring Boot  
Proficient in: git, ssh, server management, algorithms & data structures, CI/CD automations setup