

Viktor Kirillov

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EDUCATION

UNIVERSITY OF ILLINOIS BS IN COMPUTER SCIENCE

Exp. December 2021 | Chicago, IL
College of Engineering
Cum. GPA: 3.55 • Major GPA: 3.83
Honors: Dean's List Fall 2020

IT STEP UNIVERSITY

SOFTWARE DEV. PROGRAM

Grad. April 2018 | Kherson, Ukraine
Cumulative GPA: 4.0
Curriculum: Procedural programming,
Database management systems,
Cisco Networking Academy

DATAART QA SCHOOL

MANUAL & AUTOMATED TESTING

Grad. August 2017 | Kherson, Ukraine
Curriculum: Test design techniques,
Bug report & Bug life-cycle,
Automated testing,
Testing in Agile

COURSEWORK

UNDERGRADUATE

Algorithms & Data Structures
Algorithms in Practice
Software Engineering
Software Design
Network Security
Intro to Machine Learning
Machine Organization
Computer Design

Teaching Assistant (1 year)

Research Assistant

SKILLS

TECHNICAL SKILLS

Proficient with:

C • C++ • Java • Python • Git
JavaScript • TypeScript • NodeJS
Agile Development • HTML • CSS
Firebase • Heroku

Familiar with:

Machine Learning • Go • F#
MySQL • Linux • Assembly

SOFT SKILLS

Networking • Team Work
Critical Thinking • Adaptability
Bilingual Communication (English, Russian)

EXPERIENCE

UNIVERSITY OF ILLINOIS | COMPUTER SCIENCE TEACHING ASSISTANT

August 2019 – May 2020 | Chicago, IL

- Selected as one of 120 applicants for high-achieving diverse talent based on **Prof Mark Hallenbeck** recommendation and academic success
- Conducted laboratory classes for 60 students helping to debug their programs
- Assisted and mentored students in groups and on an individual basis

WILD ME | UNDERGRADUATE RESEARCH ASSISTANT

June 2019 – September 2019 | Chicago, IL

- Led a group of five students at the Computational Population Biology Lab responsible for crowd-sourcing wildlife data from social media
- Processed over 7k wildlife YouTube videos by creating NLP NER pipeline to extract video location which is measured by 89% accuracy

TECHNICAL PROJECTS

COURSE TRACKER APP | [TELEGRAM BOT](#)

June 2020 – Present | Chicago, IL

- Running a distributed cloud service that helps students to get into classes
- Designed, implemented and deployed a polling-based system that is currently tracking up to 13.000 classes and is horizontally scalable
- Grew revenue of a service by 10% by optimizing a polling system which led to a 3x less bandwidth usage
- Directing all product efforts: adding support for new colleges & universities, prioritizing and launching new features and paid plans

NATIONAL PARK BUILDER | [WEBSITE DEMO \(10s loading\)](#), [GITHUB](#)

September 2020 – December 2020 | University of Illinois, Chicago, IL

- Created a browser based sandbox game application with React and WebGL
- Led weekly Scrum meetings and managed project goals on Jira
- Implemented core client & server logical components using MVC architecture
- Built server authentication and information retrieval models using Firebase

RASPBERRY-PI GAME CONTROLLER | [GITHUB1](#), [GITHUB2](#), [YOUTUBE](#)

February 2020 – May 2020 | University of Illinois, Chicago, IL

- Assembled and configured a portable game controller at a hardware level using Raspberry-Pi, analog Joystick, 8-channel ADC, TFT Display and a DVI decoder
- Created Electron game launcher and Express server to connect 2+ controllers

AUTOCOMMIT - GITHUB ACTIVITY KEEPER | [WEBSITE](#), [GITHUB](#)

January 2019 – March 2019 | Chicago, IL

- Built and deployed a website to make automatic GitHub contributions with React
- Configured NodeJS server and Bash script to make commits to 100+ active users

MORE JUST STORE | [WEBSITE DEMO](#), [GITHUB](#), [PRODUCTHUNT](#)

November 2018 – January 2019 | Chicago, IL

- Created an opensource NodeJS web-service to host your own cloud storage on GitHub which currently stores 60k+ file uploads on the demo website
- Received a Top 5 project of the day badge on ProductHunt
- Built and deployed Chrome extension and website in React
- Implemented backend routes connecting website to Chrome extension