LIYA DYAKOV

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Highly motivated computer engineering student with a proven track record in development and design. Committed to excellence, innovation, and making impactful contributions to the field through continuous learning.

EDUCATION

UNIVERSITY OF TORONTO | Sept. 2021 - April 2026 (expected, including one-year co-op)

Bachelor of Applied Science and Engineering (B.A.Sc) in Computer Engineering, Engineering Business Minor

Related Courses: Algorithms and Data Structures, Operating Systems, Computer Fundamentals, Programming Fundamentals (C++), Software Design Communication, Computer Organization, Introduction to Databases, Computer Networks

WORK EXPERIENCE

CODE CAMP COUNSELLOR | June 2023 - Sept. 2023

Code Ninjas, Richmond Hill, ON

- Designed and led an introduction to programming course in a summer code camp
- Facilitated activities and learning aimed at building programming problem-solving skills
- Collaborated closely with other instructors contributing to a cohesive and effective team

TECHNICAL EXPERIENCE

GRAPHICAL INFORMATION SYSTEM (GIS) DEVELOPMENT | Jan. 2023 - April 2023

ECE297, Software Design and Communication, University of Toronto, ON

- Part of a small team that designed, developed, and delivered a fully implemented GIS with a user interface in C++
- Utilized OpenStreetMap (OSM) database to provide detailed and accurate mapping data
- Applied and optimized Dijkstra's and A* algorithms to calculate the shortest path between a series of points
- Utilized Git for version control, enabling seamless collaboration and various code tracks and branches within the project

ITEM TRACKER | June 2024 - Present

Personal Project

- Developed an application, using C++, designed to track and manage comprehensive home item and appliance information
- Utilized unordered maps for efficient data storage and retrieval, enhancing quick access and management of appliance details
- Implemented an interface enabling users to input, store, filter, and search appliance information based on various criteria

GAME DESIGN | Jan. 2023 - April 2023

ECE243, Computer Organization, University of Toronto, ON

- Designed and developed a fully functional game in C, encompassing both backend logic and graphical elements
- Integrated external hardware components such as switches, push buttons, and a hex display to control and interact with the game, highlighting expertise in hardware-software interfacing

DATABASES | Jan. 2024 - April 2024

CSC343, Introduction to Databases, University of Toronto, ON

- Developed proficiency in PostgreSQL through hands-on projects, managing data and optimizing database operations.
- Acquired a comprehensive understanding of the relational model and database design principles, including entity-relationship diagrams, normalization, and schema design

CERTIFICATES

- Troubleshooting and Debugging Techniques | Course authorized by Google and offered through Coursera

SKILLS

- Programming Languages: C, C++, Python, PostgreSQL, ARM Assembly, Matlab, Arduino
- Other: Git, Visual Studio, Unity, Microsoft Office