

David Mondrusov

248-986-3414 | davidmondrusov@gmail.com
[linkedin.com/in/david-mon](https://www.linkedin.com/in/david-mon) | github.com/DavidMondrusov

EDUCATION

University of Michigan

Ann Arbor, MI

Bachelor of Science in Computer Science, Bachelor of Science in Cognitive Science - GPA: 3.67

Class of 2026

Relevant Classes: Programming and Data Structures, Data Structures and Algorithms
Discrete Mathematics, Foundations of Computer Science, Computer Organization,
Multivariable Calculus, Linear Algebra, Operating Systems

EXPERIENCE

Business Process Development and Automation - JIRA (Internship)

May 2021 – August 2021

KUKA

Fenton, MI

- Developed an intimate understanding for each task of various projects through collaboration with relevant KUKA employees
- Created a cohesive, automated workflow using JIRA's workflow editor tool to accelerate project completion and make progress easily reportable

Server

Jan 2023 – Present

Cardamom Fresh Indian Cuisine

Ann Arbor, MI

- Work as a server while filling in as host or bartender when needed.
- Became accustomed to the hectic pace of work found in a busy restaurant.

Landscaping

Apr 2020 – Feb 2021

Gordon St. John

Livonia, MI

- Took care of eight properties throughout the seasons.
- Responsibilities include lawn care, beekeeping, and tool maintenance.

Landscaping

Apr 2019 – Jan 2020

Greenlawn Landscaping Company

Farmington Hills, MI

- Worked in neighborhoods for both warm and cold weather needs.
- Included work with mulch, weeds, trees, and snow.

PROJECTS

Meet Your Class | *HTML, CSS, React*

May 2022 – October 2022

- Helped develop the front end for a web application that assists with roommate search
- Created and reviewed UI proposals

Reinforcement Learning | *Python, Pytorch, Pygame*

February 2023 – April 2023

- Created a snake game using the Pygame framework
- Built a neural net model using PyTorch to facilitate reinforcement learning
- Developed a player agent that based on observations of its environment and game outcome would use the neural net model to improve its game strategy

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript, HTML/CSS

Frameworks: ReactJS, Pytorch, Pygame

Developer Tools: Git, Xcode, CLion, Neovim, JIRA

Other: Ableton(music production)

INTERESTS

Music: Years of drumming, music production, and performance for personal and college bands

Jiu-Jitsu: Three years of experience at a local Brazilian Jiu Jitsu Academy

Cooking and Mixology: Enjoy experimenting with new recipes and creating my own