Paul Trusov

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Education

Montgomery Blair High School   *2021-present*
Science, Mathematics, and Computer Science magnet program   4.0 GPA (4.81 Weighted)
    Math: *Algebra 2, Functions (precalculus), and Mag Analysis (calculus)*
    Computer Science: *Foundation of Computer Science, Algorithm Data A&B (Java)*
    Science: *Advance Physics, Advance Chemistry, Advance Biology, and Earth Science*
Harvard University, Online Program
    CS50 Computer Science Course   *2021*
Tilden Middle School   *2019-2021*
Johns Hopkins Center for Talented Youth   *2018-1019*
    Pre-Algebra I, Algebra I
American School of Milan, Italy   *2018-2019*
Lucy Barnsley Elementary School Magnet Program   *2016-2018*

Leadership Experience

Programming club, Blair HS   *2022 - 2023*
Co-Founder of a game development club
- *Developing a horror game using the Unity platform*

Hack Club, Blair HS   *2023 - present*
President Blair's Hack club
- *One of the most popular clubs at Blair.*

MC Hackathon(*https://www.mchackathon.org/***)*   *December 10th 2023*
Head Organizer of the MC Hackathon
- *Directed the development and launch of the hackathon*
- *Managed a team of over 20 organizers.*
- *Anticipating over 100 participants.*
- *Offering over $1,000 in prizes.*

Skills

Programming Languages
    C++, Java, HTML, CSS, Python, SQL, React
Engineering
- *Programming peripheral devices (e.g., accelerometer, GPS, gyroscope) on the Raspberry Pi platform using Python*

Accomplishments

AMC 10 competition (Mathematical Association of America)	*2021,2022*
UMD math competition (advanced to the second round)	*2022*
USA Computing Olympiad	*2019-2022*
F = MA, Montgomery Blair HS Sponsored Physics Tournament	*2022*
MBIT, Montgomery Blair HS run an International Computer Science Tournament	*2020-2022*

- *1st place winner team (2020, 2021)*

Middle School Math Team   *2019,2020*

- *3rd place Middle School math team finishers in 2020*

Math Kangaroo   *2016*

- *Runner-up*

Internation Math Competition, Malaga, Spain   *2019*

- the American School of Milan team

Projects

BattleShip Video Game   *2022-2023*

- *Developed a video game version of the popular board game Battleship with a robotic opponent using java, HTML, and CSS.*

Foilpal intelligent gadget   *2022-present*

- *Designing and developing a gadget to assist water sports enthusiasts in mastering a variety of activities that engage a hydrofoil. Beyond visual guidance provided to hydrofoil riders (e.g., tilt and speed), the gadget collects a large amount of data that captures hydrofoil movements. The gadget is based on the ML-based analytic engine that learns optimal board control from this data and, after training, assists a rider in controlling hydrofoil.*

Volunteer Work/ Internships

Electioneering   *November 2022*

 Assisted Julie Yang in campaigning for a seat on the school board by:

- *Handing out fliers to voters at the polls*
- *Placing signs*

Verihire   *July - August 2023*

 Worked at Verihire, a Maryland-based startup specializing in leveraging AI to validate job applications by cross-checking resumes.

- *Collaborated on app development using React.*
- *Worked with the ChatGPT's API to optimize a bot for effective communication with applicants.*

Hobbies

- *Competitive swimming, volleyball, chess, programming, and engineering*