

Paul Trusov

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Education

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

Leadership Experience

Programming club, Blair HS	2022 - present
<i>Co-Founder of a game development club</i>	
<i>- Developing a horror game using the Unity platform</i>	

Skills

Programming Languages

C++, Java, HTML, CSS, Python, SQL

Engineering

- Programming peripheral devices (e.g., accelerometer, GPS, gyroscope) on the Raspberry Pi platform using Python*

Accomplishments

<i>AMC 10 competition (Mathematical Association of America)</i>	2021,2022
<i>UMD math competition (advanced to the second round)</i>	2022
<i>USA Computing Olympiad</i>	2019-2022
<i>F = MA, Montgomery Blair HS Sponsored Physics Tournament</i>	2022
<i>MBIT, Montgomery Blair HS run an International Computer Science Tournament</i>	2020-2022
<i>- 1st place winner team (2020, 2021)</i>	
<i>Middle School Math Team</i>	2019,2020
<i>- 3rd place Middle School math team finishers in 2020</i>	
<i>Math Kangaroo</i>	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

- 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*

Hobbies

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