



# Aleksandr Limanovskij



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<https://github.com/oblisstified>

## ABOUT ME

In a world where technology continuously shapes our future, I'm genuinely curious about what the field of Computer Science can offer. Computers, with their potential for groundbreaking ideas, are a constant source of fascination. As a third-year Computer Science student, I'm excited to learn more and to gain practical experience in this dynamic and transformative field.

## PROJECTS

### SIGN LANGUAGE RECOGNITION

I engineered an application using TensorFlow, OpenCV, and MediaPipe for real-time recognition and classification of alphabet letters conveyed through hand gestures. The project encompasses hand landmark detection with MediaPipe, dataset curation, and the development of a neural network model via TensorFlow's Keras API. The model, trained on my own custom dataset, allows for accurate alphabet letter prediction during live video feed analysis.

### FOOD LOGGING APP

As part of a team project, I contributed to the development of a mobile app using React Native and JavaScript, which required us to learn these technologies from scratch. Our app aimed to help users achieve their dietary goals through gamification and social networking. I took on the responsibility of setting up the online database and integrating social media features into the app. This project provided me with valuable experience in implementing and working with databases and allowed me to further develop my skills in mobile app development.

## EDUCATION

### KING'S COLLEGE LONDON, SEP 2021 – MAY 2024

BSc Computer Science aiming to specialize in Artificial Intelligence.


Relevant modules:

- Foundation of Computing 1 and 2 (84%,94%)
- Programming Practice and Application (69%)
- Database Systems (76%)
- Data Structures (76%)
- Introduction to Artificial Intelligence (86%)
- Operating Systems and Concurrency (60%)

Currently taking:

- Security Engineering
- Artificial Intelligence Reasoning and Decision Making
- Artificial intelligence planning
- Network Security
- Machine Learning
- Optimization Methods

First and second year average: First Class Honors



## MUSIC SCHOOL MANAGEMENT SYSTEM

My team and I created a website using Python and Django. the website was designed for students and parents to request music lessons, with administrators managing bookings and payments. during the project, I gained valuable experience in CSS and HTML, allowing me to create a visually appealing and user-friendly website.

## AI IN GAMES

I developed two projects using PyGame: a Chess game with an AI opponent using the Minimax algorithm, and Minesweeper with an automated solver. Through these projects, I gained hands-on experience in implementing complex game mechanics and AI algorithms.

# PROGRAMMING LANGAUGES

- Python
- C++
- JavaScript
- Scala
- Java

# EMPLOYMENT HISTORY

**BARISTA/TEAM MEMBER, PRET**  
**JUN 2021 – OCT 2022**

**BARISTA/BARTENDER, THE MONKEY LEAF CAFE**  
**JUN 2023 – OCT 2023**

## KING'S COLLEGE LONDON MATHS SCHOOL 2019-2021 (A-LEVEL)

- Maths A\*
- Further Maths A\*
- Physics A
- Computer Science A (AS level)

## LAMBETH ACADEMY 2014-2019

- 9: Maths, Biology, Chemistry, Physics, English Literature, and Russian
- 8: History
- 7: Geography
- 6: English Language
- A: IT (BTEC)