

NIKITA MOROZOV

804-426-2495

| nikita.morozov@richmond.edu

| okaynik.github.io

410 Westhampton Way, Richmond, VA, 23173

EDUCATION

University of Richmond

Richmond, VA

B.S. in Computer Science with a Double Major in Mathematics

May 2023

- Cumulative GPA: 3.98
- Coursework: Algorithms, Data Structures, Software Systems Development, Computer Architecture, Networks, Data Science, Machine Learning, Discrete Structures

QUALIFICATIONS

Technical Skills Python, Java, C/C++, Bash, Swift

Data Analysis SQL, R, IPython

Web & Design HTML/CSS/JavaScript, Django, Flutter, Firebase

Dev Tools Git, Jira, Unix/Linux, \LaTeX

WORK EXPERIENCE

IT4Causes

Richmond, VA

Software Engineering Intern

January 2020 - Present

- Develop and design websites using HTML/CSS/JavaScript or WordPress for more than 10 nonprofits
- Implemented SQL scripts for extracting top donors from a database for a personal email reach, increasing the mean donation amount by 15%
- Created check request system using Microsoft Power Fx, reducing the delay for paychecks by 72%
- Work in an agile development environment using Scrum framework by utilizing Jira and Trello

University of Richmond

Richmond, VA

Computer Security Research Assistant

May 2020 - August 2021

- Designed and implemented Python algorithms for attacking Voice Processing Systems with 85% success rate
- Developed unique LIME/LEMNA explanation method for deep learning Speech Recognition Systems
- Conducted extensive ablation study of DeepSpeech2 using SciPy, Pandas and Scikit-learn

LEADERSHIP EXPERIENCE

Association for Computing Machinery

Richmond, VA

Vice President

May 2021 - Present

- Oversaw the organization of skill and career building workshops with various tech companies
- Organize the development of Mental Health mobile app with Flutter and Firebase, working as a developer and Scrum Master for a team of 10 people
- Designed and built a website for UR ACM with HTML/CSS/JavaScript, increasing the engagement by 20%

Game Development Club

Richmond, VA

President

September 2020 - Present

- Direct and organize events for the new and current game development projects
- Built multiple games using C# and Unity game engine
- Implemented real-time pose detection using Python and OpenCV for creating motion capture animation

PERSONAL PROJECTS

FreeTime App

November 2020

- Developed a mobile app that takes calendars of up to 3000 users and finds common time slots for meetings
- Awarded with \$1000 for the 2nd place on Spider Ventures pitch competition
- Built with Flutter, Firebase and Google Calendar API; available for both Android and iOS

URservice Website

October 2020

- Implemented full-stack web application that includes a class scheduler, books marketplace and professor ratings
- Utilized Django RESTful API with MySQL database and ReactJS for front-end, deployed on AWS EC2

AWARDS AND COMPETITIONS

Participation in Alpha Hacks 2021 Hackathon

June 2021

- Implemented full-stack web application that divides search results into categories
- Utilized TensorFlow and Google's BERT NLP model for sentiment analysis of web pages

3rd place in Hackday2020 Hackathon

May 2020

- Developed Groceries iOS mobile app that allows users to order groceries during the pandemic
- Implemented with Swift that makes HTTP requests to Django REST API, used SQLite for database