

Oleksandr Gribov

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Education

INDIANA UNIVERSITY

Economics, B.A.

Bloomington, IN
Aug 2014 - Dec 2019

INDIANA UNIVERSITY

Computer Science, BA (incomplete)

Completed 45.5 credits towards the degree

Bloomington, IN
Aug 2014 - Dec 2019

Relevant Coursework:

- Database Concepts
- Data Structures and Algorithms
- C/Unix programming
- Mobile Development
- Software Systems
- Fundamentals of Computing Theory
- Introduction to AI
- Discrete Structures for Computer Science
- Information Infrastructure I & II
- Advanced Econometrics

Experience

ERNST & YOUNG

Advisory Intern

Kyiv, Ukraine
May 2017 – July 2017

- Helped maintain clear progress reports on Ukraine's power plants using MySQL and matplotlib for Python
- Modeled business processes using Aris Architect Software for one of Ukraine's largest oil & gas companies
- Prepared a multilingual information guide about a recent EU regulation on IT Risk controls

INDIANA UNIVERSITY OFFICE OF ONLINE EDUCATION

Part time student worker

Bloomington, IN
Sep 2015 – Jun 2017

- Responsible for referring online inquiries and helping maintain the database
- Developed a Python program that automated the inquiry referral process
- Helped the office hit a yearly target of 1000 inquiries in 6 months
- Performed data analysis and cleansing using SQL and Excel

Projects

Groupchoice (iOS)

- The app allows you to view and search for points of interest nearby. Subsequently, you can create a poll and have your friends decide on a place to visit. Includes messaging and vote casting through Firebase. Helped me and my group of friends solve the problem of deciding where to eat every Friday.
- Technologies used: Google Places API, Firebase, MapKit and CoreLocation, Programmatic UI, CocoaPods. Initial designs done in Sketch.

SimpleList (iOS) <https://github.com/oleksandr-gribov/SmartList>

- Shopping list app. Share your lists with flat mates or family members and collaborate on your shopping needs. Includes smart gestures for easy use. Limited support for barcode lookup (US products only).
- Technologies used: CloudKit, programmatic UI.

Sudoku Solver (Python)

- Completed as part of the "Intro to Artificial Intelligence" course. Uses forward checking and constraint propagation to optimize decision making.

Skills & Interests

Programming Languages: List computer software and programming languages

Frameworks and Tools:

Interests: Soccer, Photography, Cars, Travel