Phillip Kuznetsov

First Year EECS Major - Class of 2019

EDUCATION

University of California Berkeley — Electrical Engineering and Computer Science

AUGUST 2015 - PRESENT

Relevant Courses: EE16A Designing Information Devices and Systems I, CS61A Structure and Interpretation of Computer Programs, CS94 Foundations of Datascience.

EXPERIENCE

Evans and Sutherland, Salt Lake City, UT — Software Engineer Intern

JUNE 2015 - AUGUST 2015

Worked with the Digistar Digital Theater engineering team which creates astronomy software for use in fulldome theaters. Wrote DirectX shaders and utilities for use with the Digistar software suite.

DB Tech, Salt Lake City — Developer

JUNE 2013 - PRESENT

Project building team consisting of myself and two close friends. Projects ranged from web-development to machine learning. Entered projects in various competitions including Intel ISEF.

PAST PROJECTS

Functional Neural Network (2015)— Novel Machine Learning Algorithm

Derived a new machine learning algorithm using analysis techniques on an artificial neural network. Uses the idea of functional interpolation to more easily handle continuous input. Board is located on my website. Qualified for Intel ISEF 2015 and received honorable mention from the Association for the Advancement of Artificial Intelligence.

ON-GOING PROJECTS

What's Lit— Crowd sourced event discovery application

Team development of a mobile and web application used to connect individuals to events in their area. EmberJS frontend, Django backend, and Postgres database. I am currently working on the full-stack.

BUDAS— Autonomous driving research group

Group founded as a subproject of Robotics @ Berkeley. Currently working towards outfitting an RC car with autonomous capabilities. Long term goal of making an autonomous golf cart for use on campus.

Other projects displayed at github.com/philkuz and philkuz.com

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PROGRAMMING LANGUAGES

Python
Javascript / HTML / CSS
Java
C# / C++ / .NET

TECHNOLOGIES

EmberJS
AngularJS
Ruby on Rails
Django
DirectX
Postgres
Mathematica
Visual Studio
Google App Engine
Heroku

OPERATING SYSTEMS

OS X Linux Windows

LANGUAGES

English (Native)
Russian (Intermediate)