

KARPOV, PIERRE

121, massol ave. #405

Los Gatos, CA 95030

pkarpov@ucsd.edu 415-340-9638

CAREER OBJECTIVE: I am looking for a position in a software company to create interesting products, learn, and have fun.

EMPLOYMENT PREFERENCE: No preference

EDUCATION**Major:** Computer Science**Class Level:** JR**Overall GPA:** 3.57**Expected Graduation Date:** 06/2016

SKILLS, COURSES, PROGRAMMING LANGUAGES, EQUIPMENT FAMILIARITY

Relevant Skills: AJAX; Artificial Intelligence; Assembly Language; C; C#; C++; HTML; Java; JavaScript; JSON; Leadership; Project Management; Ruby on Rails; SQL; Teaching; Teamwork; Visual Studio; Windows OS

Relevant Courses:

Advanced Data Structures

Design and Analysis of Algorithms

Introduction to Artificial Intelligence: Statistical Approaches

Mathematics for Algorithms and Systems

Relevant Course Project: Huffman encoding: I made a program that takes a file as an input, then creates a Huffman binary encoding tree based on the frequency of each character. Finally, the program encodes the file, making it of a significantly smaller size than the original file. The program can also reverse this process and decode an encrypted file. Language used: C++

ID3 tree (Iterative Dichotomiser 3): This program takes data in which each element has a number of characteristics, and a label. Based on this information, the program builds a decision tree. The user can now enter the characteristic of an object, and the program will use the tree to predict the label this object should have. Language used: C#

Relevant Extracurricular Design Project: Tetris: console-based version of Tetris. The user can play Tetris on their console, the screen is drawn from a two dimensional array, which gets reprinted several times in a second. Language: C#

Store With Me: during CalHack hackathon, my team and I developed a web application and an iOS app to help people who seek cheap, temporary storage. I was working on the iOS part of our project. I implemented features such as geolocation, integrating the user's library and even their Dropbox. Then all the data is saved on Parse servers. Tool used: bootstrap, handlebar.js, objective c, parse api, dropbox api

HSSStats: I made an iOS app that allows the user to keep track of how well they are doing in Hearthstone, an online card game. The user reports how their game was: what class and type of deck were they facing, did they win, etc. Finally, the user can see which classes and deck types are the most common, and which of their decks will win the most.

WORK EXPERIENCE

06/2013 - 09/2013

Aladiz

Developed a web application Implemented a function on the website that allows the user to use hashtags to mark specific posts in order to find them more easily. Created a webpage that shows all the tasks the user have. The tasks are grouped in a scrollable timeline that can be customized (e.g. show the number of hours needed) Languages: C#, HTML, JavaScript, JQuery, SQL

06/2011 - 08/2011

Le Cap Horn

Magician in a restaurant Show magic tricks to customers Had to break the ice, communicate clearly and be able to react and improvise

OTHER

Eligibility to work in the United States without work authorization: No **Permanent Resident:** No