

Pierre Karpov

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SUMMARY

Computer Science student with three years of academic and professional experience in software design and implementation.

EDUCATION

B.S. in Computer Science
UC San Diego

Expected Graduation Date: 06/16
Overall GPA: 3.569

RELATED COURSEWORK

Advanced Data Structure
Software Tools & Techniques Lab
Design & Analysis of Algorithm
Computer Organization and Systems Programming

Intro to A.I. Stats Approach
Mathematics for Algorithms and Systems
Usability and Information Architecture

SKILLS/QUALIFICATIONS

- Proficiency in C#, HTML, JavaScript and JQuery by working in a team in an object oriented software company
- Self-taught iOS and Android developing
- Strong knowledge in Java, C, C++, C#, and Objective-C programming

EXPERIENCE

Intern, in Aladiz, Campbell, CA (06/2013 to 09/2013)

- Developed a web platform that gathers users on a network what contains several applications, such as marketing tools, statistics, and task management. Languages used: C#, HTML, JQuery, AJAX, and SQL.
- Implemented hashtag functionality. When the user types a hashtag, the system recognizes it and stores data about this tag. The user can then find all post containing this tag. Also, the user can find a list of all the tags used, and how often they have been used.
- Added the option to assign a task to a post. This task contains information such as who should do it, how long it is going to take, when is the deadline. All the tasks are grouped in a customizable timeline which summarizes what the user has to do.

Magician, in restaurant Le Cap Horn, Arzon, FRANCE (06/2011 to 09/2011)

- Entertained customers by performing magic tricks.
- Had to break the ice, communicate clearly and be able to react and improvise.

Personal project, Tetris

- Designed the game logic with C#. The program uses the console as the game screen.
- The game is fully functional, plays music, and it also implements a score system. So the user can try to beat their high score.

Personal project, HSStats

- Developed 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: 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 most likely get them to win.

Personal project, Store With Me

- During CalHacks, my team and I developed a website and an iOS app to help people who seek cheap, temporary storage.
- I implemented features for iOS such as geolocation, integrating the user's library and even their Dropbox. Then all the data is saved on Parse servers

Class project, ID3 tree (Iterative Dichotomiser 3)

- Wrote a program that 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 enter the characteristic of an object, and the program will use the tree to predict the label this object should have.

ORGANIZATION

UCSD Surf Club, officer
UCSD Rugby team, player

(09/2012 to 07/2014)
(02/2013 to present)