

Pierre Karpov

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SUMMARY

An eager and innovative Computer Science student with experience in designing and developing applications. Has developed both web and smartphone applications for several of companies in the pharmaceutical and philanthropic industries.

EDUCATION

B.S. in Computer Science
UC San Diego

Expected Graduation Date: 06/16
GPA: 3.477

RELATED COURSEWORK

Advanced Data Structure
Mathematics for Algorithms and Systems
Design & Analysis of Algorithm
Software Engineering

Artificial Intelligence: Statistical Approaches
Intro to Computer Vision
Usability and Information Architecture
Organizational Leadership

SKILLS/QUALIFICATIONS

- Proficiency in C#, HTML, JavaScript, JQuery, SQL, object oriented programming
- iOS, Android and Ruby on Rails developing
- Strong knowledge in Java, C, C++, and Objective-C programming

EXPERIENCE

iOS Lead Developer, at Elm

(12/2014 to present)

- Developing the entire Elm iOS app. The app allows the user to make donation to NGOs easily.
- Implementing both frontend and backend. The backend is handled by using Parse services.

Intern, at 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, 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 Rugby team, captain

(02/2013 to present)