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SUMMARY OF QUALIFICATIONS
- 3 years of programming experience with a focus on backend development, 10+ years of overall professional experience.
- Programming languages:
  - o Proficient: Java, Python, SQL
  - o Familiar with: C#, C, C++, JavaScript, Haxe, Unity
- Libraries/Frameworks: React.js, React Native, Firebase, JUnit, Pandas, NumPy, Matplotlib
- Strong problem-solving skills shown through academic and professional experience.
- Fluent in English and Russian
- Certifications: AWS Cloud Practitioner

EDUCATION
University of Washington, *Seattle, WA*   *Graduated: June 2022*
Bachelor of Science, Computer Science, (GPA: 3.51)
> *Relevant coursework: Introduction to Artificial Intelligence, Computer Security, Interaction Programming, Systems Programming, Database Systems*

Cascadia College, *Bothell, WA*   *Graduated: June 2020*
Associate of Arts, Integrated Studies, (GPA: 3.92)
> Achievements: Graduated with President's Honors; Phi Theta Kappa Honors Society

SELECTED RELEVANT EXPERIENCE
Software Engineering Project, UW, *Seattle, WA*   *March 2022 – June 2022*
- Collaborated with a six-person team to develop the *PartnerUp!* partner matching application for professors, including utilizing React.js to create the website launch page and instructor home screen.
- Charted the successful development of a paper prototype to outline the design.
- Assisted with writing and preparing technical documentation for application users and developer instructions.
- Utilized Gradle build system, CircleCI Continuous Integration, and Jest Testing Framework.
- Demonstrated ability to leverage documentation and various resources to learn a new programming language while balancing other project and team responsibilities.

Gaming Capstone Project, UW, *Seattle, WA*   *March 2022 – June 2022*
- Used Haxeflixel to successfully develop a Stick Fighter action game.
- Extracted and analyzed data and developed graphs using SQL, Python, Pandas, and Matplotlib.
- Drove continuous improvement across game play and retention by developing and implementing data-driven changes and solutions.

Virtual Reality Capstone Project, UW, *Seattle, WA*   *January 2022 – March 2022*
- Leveraged Unity Asset Store assets to create a large environment while developing a VR Flight Simulator for Oculus 2 using Unity.
- Integrated flying mechanics and collisions by contributing to C# script writing in Unity.

Software Engineer Intern, Caravel Associates, *Provo, Utah*   *January 2021 – April 2021*
- Developed a front-end interface for a client while expanding knowledge and experience with React Native.
- Gained experience collaborating with six colleagues within an Agile/Scrum environment.

SELECTED ADDITIONAL EXPERIENCE
Server/Bartender/Bar Manager, *In various restaurants*   *January 2011 – Present*
- 14 years of experience in the hospitality industry prioritizing guest experience and leveraging strong interpersonal and communication skills to provide exceptional customer service.
- Provide high-quality team leadership and support to drive operational excellence.
- Identify and resolve issues and complaints in a timely and professional manner.
- Coordinate with distributors and vendors, and handle inventory management and ordering tasks.
- Demonstrate strong ability to multitask and efficiently complete assigned responsibilities.
- Foster and maintain collaborative working relationships within multicultural environment.
- Worked full time while studying full time to earn a degree in computer science.