Oleksandr Sochka

Personal Information

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current city	Kyiv, Ukraine

Education

2012 – 2016 (expected)	BSc in Software Engineering, National Technical University of Ukraine "Kyiv Polytechnic Institute".

Professional experience

June - August 2014	**SDE intern at Microsoft Corporation** (Redmond, WA, USA) Investigated possible solutions for new WinRT Gamepad API. Developed reference implementation for this API, patched underlying drivers, created 3 WinRT demo-apps.

Programming Skills

C and C++	advanced level, C++14, STL, also pure C
Web	AngularJS, Node.js, RESTful APIs, ES6, Gulp
Python	small scripts and tools
Java	Core Java SE, maven, JUnit
Instruments	Linux, Windows, bash, git, ViM, LaTeX

Related achievements

Current GPA	3.7 (US), 4.8 (Ukraine)
Google Code Jam	Placed in top 1,000 (top 4%) (Spring, 2012)
Summer schools	Participant of in "AACIMP" CS summer school. Winner of AI competition after developing bot for "Kalah" game (August, 2013)
Hackatons	One of the winners at douHack and hackTbilisi hackatons
Google AI Challenge	Placed 102nd (top 2%), developed a bot for controlling Ants colony (Fall, 2011)

Hobbies

Stack Overflow	contributed over 100 answers, top 10% in C++ tag
Sport programming	Codeforces, TopCoder, various programming competitions
Coursera	Completed over 15, mostly technical courses
Programming languages	Knowing at basic level around 15 languages amongst my most favourites are Scala, JavaScript ES6/7, C++/14, Haskell
Other	History, chess, travelling, politics.