

Oleksandr Sochka

Personal Information

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Education

2012 – 2016 (exp.)	BSc in Software Engineering, Kyiv Polytechnic Institute.
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Professional experience

June - August 2014	SDE intern at Microsoft Corporation Investigated possible solutions for new WinRT Gamepad API. Developed reference implementation for this API, made required changes in underlying driver, created 3 WinRT demo-apps.
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Programming Skills

C++	advanced level, C++11, STL, some Qt and Boost
Python	small scripts and tools
Java	Core Java SE, JUnit
Familiar with	web-development, node.js, Scala
Instruments	Windows, Linux, bash, perl, git, ViM

Related experience and achievements

Current GPA	3.8 (US), 4.9 (Ukraine)
Practicum	1-month practicum in Luxoft (July, 2013)
Google Code Jam	Placed in top 1,000, top 4% (Spring, 2012)
AI Challenge	Placed 102nd (top 2%) in Google AI challenge, developed a bot for controlling Ants colony(Fall, 2011)
Summer schools	Participated in “AACIMP” CS summer school, winner of AI competition after developing Kalah bot (August, 2013)

Hobbies

Stack Overflow	contributed 100+ answers, top 10% in C++ tag
Sport programming	Codeforces, TopCoder
Coursera	Algorithms: Design and Analysis, parts I and II, Machine Learning, Automata, Functional Programming Principles in Scala, Programming Languages and many others
Other	History, chess, swimming