Sergei Chestakov

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Education

University of California, Santa Barbara   Expected June 2020
University of California, Davis   Sept 2016 - June 2018
B.S. in Computer Science

Work Experience

Swim AI   June 2018 - Sept 2018
Software Engineering Intern
- Developed Java applications that analyze real time, streaming data and demo the Swim SDK at scale.
- Added ability to asynchronously parse external markup files in Typescript UI library using Fetch API and Promises.
- Debugged and documented browser rendering and CPU usage issues in client applications that use Swim libraries.

UC Davis Center for Educational Effectiveness   October 2017 - April 2018
Web Development Intern
- Developed a web app for professors to visualize student demographics using Ruby on Rails, React, and PostgreSQL.
- Added dynamic charts using D3.js to display historical data on students GPAs grouped by over 15 different factors.
- Improved page load times by over 50% by optimizing server side logic and database querying in Rails.

HackDavis   May 2017 - April 2018
Director
- Organized the official, student-run hackathon at UC Davis in January 2018.
- Contacted companies and negotiated sponsorship deals in order to support the 750 person event.
- Led hands on workshops during the school year to teach students industry skills such as Git, HTML/CSS, and React.

Side Projects

Schedule Helper
- Chrome extension that helps UC Davis students create their schedule by highlighting conflicting classes and appending professor ratings onto the search results for courses.
- Received over 10,000 downloads (30% of undergraduates).

SmartSensor
- IoT device that reduces energy consumption by monitoring the number of people in a room, displaying updates on a personalized dashboard, and automatically regulating the lights when the room is empty.
- Won Best Environmental Hack and Particle Prize at HackDavis 2017.

NoseGoes
- Application that allows you to control a web browser hands-free using only facial gestures and voice commands.
- Built using Python's OpenCV library, Selenium Webdriver, and Google Cloud API.

Phase
- Network Graph visualization library built on top of D3.js with an API to make dynamic, interactive updates to a graph.

Skills

- Java, C, C++, Python, Javascript, Ruby
- HTML, CSS, jQuery, D3.js
- Git and Version Control
- React and React Native
- Ruby on Rails, NodeJS