

**Angela Kravceвич**  
Web and Software Developer

+353 876925291  
kravceva@tcd.ie  
linkedin.com/in/angelakravceвич

## Skills and Experience

**Languages:** English(native speaker), Russian(native speaker), French(Leaving Certificate), Lithuanian(1-6 grade school education in Lithuania)

**Programming Languages:** Java, C, C++, C#, L<sup>A</sup>T<sub>E</sub>X, Python

**Web Development Languages:** CSS, HTML, XML, JavaScript

**Web Frameworks:** AngularJS, SAPUI5, GWT, Spring, .NET, Django

**Operating Systems:** Windows (XP, Vista, 7, 10), Linux (Ubuntu, Mint)

**IDE:** WebStorm, Eclipse, Visual Studio, Dev-C++, NetBeans

**Database Development:** MongoDB, Oracle, MySQL

**Graphics Engines and Applications:** OpenGL, Ogre3d, ViconBlade, autodesk 3ds max, Blender

**Other:** GitHub, Jira, Subversion, SVN, SonarJ

## Education

- **Trinity College Dublin** Co. Dublin, Ireland  
*Masters in Computer Science* 2013-2014
  - Relevant courses: Graphics and Console Hardware, Real-Time Animation, Real-Time Rendering, Artificial Intelligence.
  - My Masters research project focused on motion synthesis using a set of basic motions to compute infinite long unique animations using motion graphs.
- **Trinity College Dublin** Co. Dublin, Ireland  
*B.A. in Computer Science* 2009-2013
  - Graduated with **1<sup>st</sup> Class Honors** and achieved a 1<sup>st</sup> in three out of four years of my degree.
  - Relevant courses: telecommunications, database design, assembly language, software engineering, computer graphics, distributed systems, data structures & algorithms, functional programming, computer architecture, programming, computer vision, mobile communication as well as multiple individual and group projects.
- **Presentation Secondary School Milltown** Co. Kerry, Ireland  
*Leaving Certificate* 2005-2009
  - CAO Points - 495.

## Work Experience

- **SAP** Dublin, Ireland  
*User Experience and Design - Developer* *September 2014 - Present*
  - Currently working on SAP BUILD, a comprehensive set of tools that allow the user to learn, design, get user feedback and publish applications. The project is developed using AngularJS, running on MongoDB. (build.me)
  - Previously worked on xRay, a plugin to Fiori applications improving the experience of users by overlaying the app with a set of hotspots and guided tours using SAPUI5.
  - Some of my jobs included writing quality code, automation (e2e, unit, integration), following agile scrum process, customer assistance and task planning.
- **MasterCard** Dublin, Ireland  
*inControl - Software Engineer Intern* *January 2013 - August 2013*
  - Developing high quality code for a new project from scratch using Google Web Toolkit, Java, XML formatted database calls, Sonar and Subversion.
  - I was part of a 7 people ADAPT team that planned the design for the UI of the project I was working on.
- **GV2 at School of Computer Science and Statistics** Dublin, Ireland  
*Research and Developer Internship* *June 2012 - November 2012*
  - Working on Occlusion Culling in the Metropolis project, a 3D reconstruction of Dublin City Center.
  - Developing using C++, Ogre3d and Vicon Blade 3 fixing motion captures.
- **Symantec** Dublin, Ireland  
*Software Engineer Internship* *June 2011 - August 2011*
  - Working in the SES Department on an internal employee support website system using ASP.NET in Visual Basic, C#, Java as well as Django and Python.

## Projects

- **Motion Synthesis Using Relative Joint Distances**
  - Dissertation topic for Masters in Computer Science.
  - I was involved in research and development of a new system to generate new motion capture files from a set of basic ones. The main principle involved evaluation of existing motion capture files based on their similarity to each other and constructing a motion graph which recorded available transition points that are used to blend between two motions.
  - Coded in C++ and OpenGL.
- **Other**
  - Developed a BDI decision making architecture with Machine Learning that uses N-Armed Bandit Problem as its basis idea for a default Hunter bot in Unreal Tournament 2004 in Java.
  - Developing an encrypted game of Tic Tac Toe over a network using M2Crypto for Python x509 certificates and RSA encryption.