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Employment

Software Development Engineer - iOS Intern	Good Snooze	Jan 2022-July 2022
<ul style="list-style-type: none">Co-built Posture Pal: an iOS app featured on the Apple App Store with 70,000+ downloads in the first two months. It uses Swift, SwiftUI and the Core Motion framework to improve users' posture.Independently learned Swift in a small, fast-paced team mentored by an independent iOS developer.		
Lead Teacher Assistant	Minerva University	April 2022-Present
Academic Team <ul style="list-style-type: none">Led a team to create and teach a Computer Science course: Introduction to Python to a total of 360 incoming students, resulting in a 40% increased student pass rate in their final Python exam.Supervised 5 other TAs; ensured team coordination, communication, and project planning.		
Software Engineer - Lead Data Intern	Minerva Project	Sep 2020-April 2022
CS50B - Introductory Python for statistics course <ul style="list-style-type: none">Promoted in September 2021; led a team of 8 programming tutors.Collected, cleaned, and analyzed data to assess students' experience and performance in the course. Implemented changes based on the discoveries, leading to a 22% increase in student satisfaction the following year.		

Education

San Francisco, California	Minerva University	Sep 2020-June 2024
<ul style="list-style-type: none">Bachelor of Science (BS) in Computer Science and AI.Relevant coursework: Software Development, Theory of Computation, Basics of Algorithms and Data Structures, Artificial Intelligence Algorithms, Statistics, Calculus 1, 2, and 3, Linear Algebra.		GPA: 3.89

Projects

- Kanban board**: created a project management web app, including user authorization, a personal board, editing tasks, and unit testing. It utilizes Flask, SQLite, HTML, CSS, and Python.
- Roommate Organizer**: led a team of 6 following the Agile framework to build a web app that utilizes Heroku for deployment and includes unit test and integration tests.
- Days Since**: programmed an iOS app that keeps track of how many days passed since a life event (1,000+ downloads in a month). Turned into an open source project on GitHub as a place where new developers can learn.
- Real Estate Database**: built a database system for a hypothetical scenario using SQLAlchemy and ACID.
- N-Puzzle Problem**: created a Python program that solves the n-Puzzle problem using different heuristics.
- Constructed a [dictionary](#) (a [Trie Tree](#)) and an [activity scheduler](#) (a **max heap as a priority queue**).
- Performed a [statistical analysis](#) and a [correlation and regression analysis](#) on a dataset with 10,000+ video games to see if RPGs are sold more in Japan than Europe utilizing Python, specifically the Pandas and Numpy libraries.
- Coded a [decision tree](#) using a **greedy optimization algorithm**.

Accomplishments And Activities

- Invited and attended Apple's invitation-only "Create Incredible Apps" online workshop in April 2022.
- Previous avid student government member, elected by the class of 2024 out of 130 students.
- Graduated from Lyft's Early Talent Admission (ETA) program for summer 2022.
- Founding member of the Girls Who Code (GWC) club at Minerva University, starting Fall 2022.
- Founding member of the Google Developer Student Club (GDSC) at Minerva University, starting Fall 2022.

Languages And Technologies

- Python; Swift; SwiftUI;
- Flask; Docker; SQLite; SQLAlchemy; Agile Framework