VLADIMIR OVECHKIN

Software Internship

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EDUCATION / COURSES

Machine Learning

Coursera

July 2019 – Septmeber 2019

- Covers linear and logistic regression, neural networks, and some unsupervised learning, such as the k-means clustering.
- https://www.coursera.org/learn/machine-learning

College of Engineering

University of Washington

March 2019 – Present

Transition School

Robinson Center at UW

September 2018 – June 2019

- Accelerated program to enter University of Washington
- https://robinsoncenter.uw.edu/programs/eep/transition/

EXPERIENCE

Undergraduate Researcher

Elementary Particle Experiment Group

March 2019 – Present University of Washington

- Created a 2D and 3D subatomic model of jet particles and their four-momentum vectors.
- Completed an online Machine Learning course in preparation to join a new project (https://www.coursera.org/learn/machine-learning).

Teaching Assistant

Robinson Center

June 2019 – July 2019 University of Washington

- Assisted in teaching a class of 26 high school students.
- Collaborated with a team of two instructors and two other TAs.

ACHIEVEMENTS

- 2018: 2nd place in the PSCSTA Issaquah high school programming contest.
- 2018: 3rd place in Pacific Lutheran University programming contest.
- 2017: 7th place in Pacific Lutheran University programming contest.
- 2017: 3rd place MIHS spring programming contest (intermediate division).
- 2017: 3rd place MIHS fall programming contest (intermediate division).

SKILLS

Python, Javascript, Java, Octave
HTML, CSS, Node.Js, Express, LaTex

PROJECTS

Real-Time Strategy Bot for Clash Royale

- Beat enough new players to progress to the second stage of the game at 314 trophies, which is equivalent to winning 10 consecutive games.
- Able to dynamically assess situations and use logic to determine what to react with.
- Developed using Sikulix for image recognition and clicking automation.
- https://github.com/vladov3000/game_bot

City Traffic Simulator

- Helps visualize how different configurations of intersections affect traffic formation.
- Incorporates elements of object-oriented program to organize the code's structure.
- Improved framerate by 5% when switching the pathfinding algorithm for the cars from depth-first search to breadth-first search (tested on 9 intersections and 12 roads set up in a grid formation).
- https://github.com/vladov3000/ib

Personal Website

- Built using Node.Js, Express, and Pug.
- Deployed using Docker on a server from Digital Ocean cloud service.
- Articles on website contain in-depth instructions on how to create a similar website, register a domain, and package and deploy it onto a server (http://vladov3000.com/web).
- https://github.com/vladov3000/web_base

Pacman Path-finding

- Completed first part of Berkely's Reinforcement Learning Course (http://ai.berkeley.edu/search.html).
- Implemented Depth First Search, Breadth First Search, Uniform Cost Search, and A* Search, providing knowledge applied to my traffic simulator project.
- https://github.com/vladov3000/pacman