VLADIMIR OVECHKIN

10510 181st Ave. NE

 $(425)443-0659 \diamond vladov3000@gmail.com$

EDUCATION

University of Washington Undergraduate Program

March 2020 - Present

College of Engineering

Transition School at the Robinson Center at UW

September 2019 - June 2020

This is an accelerated program that gives admission to UW based on the completion several intense college-prep courses.

CARRIER OBJECTIVE

To work for an organization which provides me the opportunity to improve my skills and knowledge to grow along with the organization objective.

PROJECTS

City Traffic Simulator

This Python project helps visualize how different configurations of street intersections affect congestion formation using the Pygame library. It incorporates elements of object oriented programming to organize the program's structure and was built in collaboration with Bill Baxter IV. Find the code at https://github.com/vladov3000/ib.

Real-Time Strategy Bot

This project includes a program made using Sikulix that can beat new players at the real-time mobile strategy game Clash Royale. It uses image recognition and logic to determine what input to react with in a given situation. Find the code at https://github.com/vladov3000/game_bot.

Finding Popular Tweets

Using the Twitter API, this Python script can find the top 10 most retweeted tweets by a user. Find the code at https://github.com/vladov3000/twitterbot

Finding Popular Tweets

Using the Twitter API, this Python script can find the top 10 most retweeted tweets by a user. Find the code at https://github.com/vladov3000/twitterbot

Pacman Pathfinding Algorithms

This repository contains the solutions to the first part of Berkley's CS188 introduction to AI course. It contains implementations of Depth First Search, Breadth First Search, Uniform Cost Search, and A* Search. Find the code at https://github.com/vladov3000/pacman

Personal Website

My personal website (vladov3000.com) was built using Node.js, Express, and Pug and deployed using Docker on a server from Digital Ocean cloud service. The code for the website is open source (https://github.com/vladov3000/web_base) and contains similiar instructions on how to create a similar website, register a domain, package and deploy it on the DigitalOcean cloud service.

TECHNICAL SKILLS

Programming Languages Machine Learning

Python, JavaScript, Octave, Java, html, CSS, LaTeX

Finished ML course: https://www.coursera.org/learn/machine-learning.

WORK EXPERIENCE

Elementary Particle Experiment Group

March 2019 - Present

Undergraduate Researcher

· Physics lab led by Dr. Shi-Cheih Hsu that is working on several computer science proects for the ATLAS detector at CERN. I have just completed an online machine learning course that will give me the prerequisite knowledge to join a project once Fall quarter begins.

Summer Stretch Microbiology Course

July 2019 - August 2019

Teaching Assistant

· Teaching assistant for a summer microbiology course meant for high school students. The experience helped me develop my collaboration skills through the coordination I did with the four other instructors and TA's.

AWARDS

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).

VOLUNTEER AND OTHER RELEVANT EXPERIENCES

April - June 2019: Participated in a cleanup and community event for South Seattles HOSTED (Healthy Othello Safer Through Environmental Design) as part of a Spring quarter service learning program. I learned about social issues through a new perspective that I could not find just by reading academic papers.

March 2016: Packed 2000 pounds of oats at Northwest Harvest Kent Warehouse to distribute to food banks throughout the state, helping me conceptualize how much effort is needed to help the local community.

September 2017 - June 2018: Planned and organized training sessions as the captain of the programming team. I found that programming was much more enjoyable when teaching and collaborating with teammates, leading me to be teaching assistant in the future.

PERSONAL TRAITS

Highly motivated and eager to learn new things.

Strong leadership and collaboration skills.

Positive attitude and adaptable.