Vitali Shypko

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Computer Science student with 3 years of startup experience looking for a full-time software development role

Education

University of California, Berkeley *Jun 2017 — May 2019*
Bachelor of Arts, Computer Science

- Data Structures
- Efficient Algorithms and Intractable Problems
- Computer Architecture
- Artificial Intelligence
- The Structure and Interpretation of Computer Programs
- Internet: Architecture and Protocols
- Principles and Techniques of Data Science
- Blockchain for Developers

City College of San Francisco *Aug 2014 — May 2017*
Computer Science

- Data Structures and Algorithms: Java
- Interactive Web Pages – JavaScript
- Unix/Linux Shell Scripting
- Advanced HTML and CSS
- Discrete Mathematics
- Linear Algebra and Differential Equations

Skills

- *Languages/Frameworks:* Java, Python, SQL, HTML, CSS, Pandas, R, JUnit, Selenium, Bash, Solidity
- *Tools:* Git, IntelliJ IDEA, JIRA, iTerm, Sublime Text, Vim

Professional Experience

UC Berkeley Computer Science Department *Jun 2018 — Aug 2018*
Academic Intern *Berkeley, CA*

- Helped teaching assistants to lead daily labs of 35 students by grading quizzes, providing 1-on-1 feedback to students and explaining new concepts in a Data Structures class

STRATIM *Jan 2017 — Jul 2017*
Quality Assurance Engineer (full-time) *San Francisco, CA*

- Automated critical test cases in Python using Selenium that led to an increase of code base test coverage by 16%
- Improved the company's test automation framework by adding valuable functions and decreasing the likelihood of false-positive results
- Optimized automated smoke-test suite to perform fast and reliable testing on each code change that resulted in a 10% decrease in its runtime allowing for faster feature releases

ZIRX / STRATIM *Apr 2016 — Dec 2016*
Quality Assurance Associate (full-time) *San Francisco, CA*

- Performed functional, integration, and regression testing for the web and mobile platform projects to ensure proper software development cycle
- Analyzed feedback from Product and Operations teams as well as end customers to understand main use cases and develop a comprehensive test suite according to their needs
- Added relevant seed data using SQL to ensure that test machines run on the configuration analogous to the production

Projects

Gitlet Version-Control System (Java)

- Designed backend in Java for a git-like version-control system that supports 18 most-used both local and remote git commands

Qirkat Board Game (Java)

- Developed a two-player strategy board checkers-like game with an implementation of the minimax algorithm for AI to allow a single-player mode

Database Management System (Java)

- Implemented a relational database management system that allows storing and extracting of data and supports most commonly-used SQL commands

Scheme Interpreter (Python)

- Programmed an interpreter for a subset of the Scheme language in Python