

Sergey Papushin

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Education

University of Illinois at Urbana-Champaign <i>Bachelor of Science in Computer Science, James Scholar</i>	Expected Graduation: May 2019 GPA: 3.97/4.00
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Adlai E. Stevenson High School <i>Graduated with Highest Honors, National Merit Scholar Finalist, Illinois State Scholar</i>	GPA: 4.78/4.00
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Current and Past CS Courses:

- CS 225 (Data Structures)
- CS 233 (Computer Architecture)
- CS 374 (Algorithms and Models of Computation)
- CS 411 (Database Systems)
- CS 498 RK (The Art of Web Programming)

Languages: Java, C#, C++, C, JavaScript, Python, HTML/CSS

Experience

Illinois Institute of Technology, Intern <ul style="list-style-type: none">• Developed a tool in Mathematica to display and analyze function interpolation with various different kernels• Presented Mathematica tool and mathematical conclusions to the Meshfree Methods Seminar	June 2014 - July 2014
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Projects

LiveSplit <ul style="list-style-type: none">• Developing a highly customizable timer application using Microsoft Visual Studio, .NET, and C# that currently has over 200,000 downloads• Creating and improving program appearance and user interface with Windows Forms• Using Git and GitHub for version control	November 2013 - Present
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I Can't Believe It's Not Chess! <ul style="list-style-type: none">• Used object-oriented programming to create an original puzzle game in the form of a Java Applet• Ported code from a Java applet to a fully functioning Android app	May 2015
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Traveler <ul style="list-style-type: none">• Developed a game using Unity that is based on the player solving a constantly expanding Traveling Salesman Problem.	May 2016
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Leadership

Computer Science Club, Co-President <ul style="list-style-type: none">• Lead group projects related to programming such as a bus monitoring app• Helped organize activities to allow beginners to improve their programming skills	January 2014 - May 2015
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Activities

Association for Computing Machinery (ACM) <ul style="list-style-type: none">• Participating in various special interest groups related to Computer Science such as GameBuilders (game development) and SIGMobile (Android app development)	August 2015 - Present
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Business Professionals of America <ul style="list-style-type: none">• Won State Championships in C++ Programming, Advanced Accounting, and Financial Analyst Team• Won Third Place Nationally in Fundamental Accounting	December 2012 - May 2015
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