# Sergey Papushin
papushn2@illinois.edu • GitHub: wooferzfg • spapushin.me

## Education

| | |
|---|---|
| **University of Illinois at Urbana-Champaign** | **Expected Graduation: May 2019** |
| *Bachelor of Science in Computer Science* | **GPA: 3.93/4.00** |
| *Minor in Statistics, James Scholar* | |

| | |
|---|---|
| **Adlai E. Stevenson High School** | **GPA: 4.78/4.00** |
| *Graduated with Highest Honors, National Merit Scholar Finalist, Illinois State Scholar* | |

**Current and Past CS Courses:**
- CS 225 (Data Stuctures)
- 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*          **June 2014 - July 2014**
- 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

**Royal Melbourne Country Club,** *Busser/Banquet*          **June 2017 - August 2017**

**Mariano's,** *Produce Team Member*          **June 2016 - August 2016**

## Projects

**LiveSplit**          **November 2013 - Present**
- Developing a highly customizable timer application using Microsoft Visual Studio, .NET, and C# that currently has over 250,000 downloads
- Working on a team with one other main contributor, with my role focusing on UI design and the program's core logic
- Creating and improving program appearance and user interface with Windows Forms
- Using Git and GitHub for version control

**Traveler**          **May 2016**
- Developed a game using Unity that is based on the player solving a constantly expanding Traveling Salesman Problem

**I Can't Believe It's Not Chess!**          **May 2015**
- 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

## Activities

**Association for Computing Machinery (ACM)**          **August 2015 - Present**
- Participating in various special interest groups related to Computer Science such as GameBuilders (game development) and SIGMobile (Android app development)

**Business Professionals of America**          **December 2012 - May 2015**
- Won State Championships in C++ Programming, Advanced Accounting, and Financial Analyst Team
- Won Third Place Nationally in Fundamental Accounting