Yevhenii Shypitsyn

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PROFILE

- Recent graduate of The Ohio State University, Bachelor of Science in Computer Science and Engineering, with solid understanding of algorithms and data structures.
- Strong knowledge of **object-oriented design and programming** (Java, C#, C++), **web development** (JavaScript, Express.JS, Node.JS, HTML, CSS, Ruby, Angular, MVC, client-server communication), **relational and NoSQL databases** (SQL, Mongo), **mobile development** (Java for Android, Swift for iOS), **networking** (TCP/IP, UDP), and **information security**.
- Native speaker of Ukrainian and Russian, fluent in English; excellent verbal and written communication skills.

PROJECTS

- **Productivity App (2022)**. An **iOS** application written in **Swift**, features remote storage, account authentication, and user data synchronization with the **MongoDB** cloud. Utilizes **Alamofire** library and **Node.js** to handle **HTTP** networking requests.
- **DB Manager (2022)**. An **Angular** web application that serves as a convenient database management system for the Productivity App cloud, includes multi-user login component and **CRUD** functions.
- Elastic Movie Recommender (2022). A final semester project for which we used Elastic Search API, to analyze input sentence and recommend a movie from our database using an NLP algorithm. Used Node.js and Express.js for the frontend.
- Telegram Scraper Bot (2021). A functional bot in free access written in Python uses several Telegram APIs to scrape data from public group chats.
- CORE Interpreter (2022). A fully qualified interpreter written in Java, includes a lexical and syntax analyzer, an executor, and a garbage collector. Implemented a call stack, heap, and global space.

WORK EXPERIENCE

U.S. Bank - Cincinnati, OH

Jun 2021 – Aug 2021

Software Developer Intern

• Proposed fixes to software vulnerability issues within the Single Point application (Java, Fortify). Presented the reasons behind the bank moving to microservices.

Huntington National Bank - Columbus, OH

Jun 2020 - Aug 2020

Software Developer Intern

• Assisted with development of Business Account Application, completed 5 full stack stories. Presented a business problem and its solution (Angular, Node.js, Java, Spring)

Pelican Technologies Inc. – Dayton, OH

Aug 2018 – Jul 2019

Software Developer Intern

- Developed a series of Android RFID applications that interact with remote servers over TCP/IP and Bluetooth sockets, with concurrent flow of data (Java, C#, PHP, SQL)
- Built an internal code-parsing and generating program that saves 1.5 employee hours daily (C#, SQL server)

EDUCATION

The Ohio State University - Columbus, OH

B.S. Computer Science and Engineering, Computer Systems

Aug 2016 – May 2019

Sinclair Community College - Dayton, OH

A.S. Business Administration, Honors

Aug 2016 – May 2019 GPA: 3.584 / 4.0

Aug 2019 – Dec 2022

GPA: 3.41 / 4.0

Advanced Physics and Mathematics High School #208 - Kyiv, Ukraine

2012 - 2016

High School Diploma, High Honors

GPA: 10.8 / 12.0

ACTIVITIES & AWARDS

The Ohio State University

- Twice named to **Dean's Honors List** while taking 18 credits hours (Fall 2022, Fall 2019)
- Assisted in teaching Software Components course (CSE 2221, Spring 2020)
- Awarded a Certificate of Coding Achievement for implementing various path searching algorithms in a MATLAB game (December 2019)
- Received excellent grades in coursework-intensive and/or conceptually difficult classes, such as **Parallel Computing**, Knowledge-Based Systems Capstone, **Web Applications**, and Principles of Programming Languages courses

Sinclair Community College

- Twice awarded a Certificate of Merit by the Student Mathematics League in recognition of outstanding achievement in National Mathematics Competition (2018, 2019)
- Completed courses in Financial and Managerial Accounting, Business Law, Economics

Advanced Physics and Mathematics High School #208

- Awarded 3rd place in the Kyiv district in a competitive programming competition solving combinatorics problems using C++ (December 2015)
- Developed several computer games using raw OpenGL and C, later Unity