**Yuliya Levitskaya**

1768 Tonini Dr #62, San Luis Obispo CA, 93405 ~ ylevitsk@aol.com ~ (925) 783-1010

**Objective**

Soon to be a Cal Poly graduate desiring hands-on experience in programming to improve computer science skills in an internship or job opportunity. Interest in specializing in Computer Information Systems and Computer Programming. High knowledge of Java, Android SDK, C/C++, SQL, and OpenGL. Experience with Windows, Linux and OS/X on both Mac and PC computers.

**Education**

California Polytechnic University, San Luis Obispo, CA Grad: June 2015

Major: Computer Science

**Work Experience**

***Cloud Development Intern, Autodesk*** June – August 2014

* Created and managed servers
* Worked on the EVA Product Pool project & Tool Visualizer project using php and JavaScript

***Compiler*** April 2015- Present

Compiler for a language similar to C but limited in features. Using ANTLR, JavaScript and JSON for type-checking and generating x86-64 assembly code.

***Penguin Slide*, iOS Game** May 2015 – Present

Written in Swift, this game consists of a penguin sliding past trees and snowmen to reach the end of the terrain.

* Swift, OpenGLES, Facebook API, Parse API

***Rocket Space, iOS Game*** April 2015-May 2015

Written in Swift, this game consists of a rocket flying through space avoiding planets

***Python Code Walkthrough*** January 2015 – Present

Web interface for CPE101-103 students learning Python to enter code and be able to walk through the code and see the state of the program at any moment.

* JavaScript, Python, HTML, PHP, Apache, AJAX

***Snow, Cal Poly*** March 2014 – June 2014

Written in C++ and OpenGL using Visual Studio, a game prototype of a penguin sliding past trees and snowmen to reach the end of the terrain.

* Level Creator, Music Libraries, Tree Map, Height Map

***Volleyball Animation, Cal Poly*** January - March 2014

Written in C++ and OpenGL, leveraging GLUT and GLEW libraries and using Visual Studio, a game prototype of two volleyball players passing a ball to each other. Included:

* Lighting, shading, timer function, hierarchical modeling, mouse/keyboard controls

***Plan & Track , Cal Poly***  September - December 2013

Android application designed to keep track of your grades for different classes and total GPA using:

* actionBarShelock Android extension, SQLlite mobile database

***War Zone Game: Game Design, Cal Poly*** September 2011-December 2011

* Collaborated with a group of 4 that created a computer game in Action Script 3.0
* Increased the difficulty of the game by implementing different levels
* Designed levels to enhance player’s interest in the game
* Observed people play-testing the prototypes and recorded their inputs and suggestions
* Evaluated feedback and proposed possible solutions

***Various projects completed in C, Java, and Assembly language, Cal Poly***

**Yuliya Levitskaya**

4220 Knollview Drive, Danville, CA, 94506 ~ ylevitsk@aol.com ~ (925) 783-1010

**Professional Skills**

*Skills*

Problem Solving  
Customer Service & Relations  
Fluent in Russian  
Communication and Leadership   
Filing & Data Archiving

Leadership

*Systems and Applications*

Adobe Photoshop CS5, CS Flash 2.3

Eclipse

Microsoft Visual Studio

Microsoft Office Suite (Word, Excel, PowerPoint)

Operating Systems (Windows, Linux)

Comfortable with both PC and Mac

Latex

VMWare

SharePoint

Autodesk Cloud Service

Git, SVN

AWS

*Programming Skills*

C/C++

HTML

CSS

JavaScript

Python

PHP

OpenGL

HTML

MySQL

Java

Java Swing

Adobe ActionScript

Assembly language

SQL

Android SDK

Racket

ML

iOS Swift

**Leadership**

Cold Stone Creamery, Subway (Part-time jobs) 2010 - Present

* Crew Leader, Key Holder, Cashier

Volleyball 2004-2009

* Team member, Team Captain, Referring Assistant, Assistant coach

**Activities**

Society of Women in Engineering (SWE) & Women in Software and Hardware (WISH) 2011-Present

* Assisted in the SWE Corporate Committee
* Attended meetings to help organize Evening with the Industry & organized groups for presenting awards.