

# Yurii Potsiluienko

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## EDUCATION

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**Carleton University** **September 2025 – April 2028 (expected)**  
*BASc Computer Systems Engineering* *Ottawa, ON*

**University of Waterloo** **April 2023**  
*BSc Life Physics* *Waterloo, ON*

## SKILLS

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- **Programming:** Python, C/C++, MATLAB, HTML/CSS, JavaScript
- **Tools:** Git, Docker, Kubernetes, Jenkins, Jira
- **Hardware:** Arduino, circuit design, PCB design
- **Other Skills:** data analysis, machine learning (PyTorch), database management (SQL)
- **MS Office:** Excel, Word, PowerPoint, Outlook, Teams
- **Languages:** English (Fluent), French (Beginner), Ukrainian (Fluent), Russian (Fluent)

## WORK EXPERIENCE

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**Department of Physics and Astronomy, University of Waterloo** **September 2023 – December 2024**  
*Teaching Assistant (part-time, ~7 hours/week)* *Waterloo, ON*

- Led physics tutorial and laboratory sessions for 500+ undergraduate students, fostering an engaging learning environment.
- Graded assignments, quizzes, and examinations, ensuring fair and timely feedback.

**Campbell Labs, University of Waterloo** **May 2022 – December 2024**  
*Research Assistant (co-op)* *Waterloo, ON*

- Developed computer simulations in MATLAB and performed experiments to improve the design of a novel retinal imaging instrument while keeping its cost low.
- Presented the results of my work at several scientific conferences, demonstrating strong presentation and communication skills.

**Leonenko Biophysics Research Group, University of Waterloo** **January 2021 – August 2021**  
*Research Assistant (co-op)* *Waterloo, ON*

- Developed experimental techniques for neurophysics research, achieving a 4x improvement in speed; these techniques became a part of a PhD student's thesis, whom I trained.
- Conducted literature reviews, experiments, data analysis, and presentations to support research goals.

## PROJECTS

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### Arduino Snake Game

- Built a fully functional Snake game using an Arduino, 8x8 LED matrix, joystick, and buzzer.
- Programmed game logic and real-time controls in C++, demonstrating embedded systems and hardware interfacing skills.