Yurii Potsiluienko

548-328-2175 | yuriipotsiluienko@cmail.carleton.ca | linkedin.com/in/yuriipotsiluienko/ | yurii-potsiluienko.github.io/

Education

Carleton University — Ottawa, ON
Bachelor of Engineering in Computer Systems Engineering — *September 2025 – April 2029*

University of Waterloo — Waterloo, ON
Bachelor of Science in Biophysics — *September 2017 – April 2022*

Experience

STEM Data Annotator — February 2025 – Present
Cohere — *Remote*

- Evaluate AI-generated STEM responses for accuracy, formatting, and instruction adherence.
- Prepare and annotate multimodal datasets to ensure high-quality training data.
- Suggested review process improvements, boosting efficiency by 30%.

Teaching Assistant — September 2023 – December 2024
Department of Physics and Astronomy, University of Waterloo — *Waterloo, ON*

- Led physics tutorial and laboratory sessions for 300+ undergraduate students, fostering an engaging learning environment.
- Graded assignments, quizzes, and examinations, ensuring fair and timely feedback.
- Provided one-on-one and group academic support, clarifying complex concepts and improving student performance.

Research Assistant — May 2022 – December 2024
Campbell Labs, University of Waterloo — *Waterloo, ON*

- Developed computer simulations and conducted experiments to advance the design of a novel retinal imaging instrument.
- Collaborated with supervisor to define research direction, demonstrating leadership and teamwork in advancing project goals.
- Presented research at conferences, showcasing strong communication skills and effectively incorporating feedback.

Projects

Brandon's Burn Bags Website | *Python, Flask, HTML, CSS* — January 2025 – Present

- Developed and deployed a customer-facing website for a local firewood delivery business using HTML/CSS (Bootstrap) and Python (Flask), providing an accessible platform for browsing services, prices, and availability.
- Improved business performance, contributing to a reported 20% increase in sales.
- Maintained and iterated on features, handling hosting, deployment, and ongoing improvements to enhance usability and support business growth.

Arduino Snake Game | *Arduino, C/C++* — December 2024

- Built a physical version of the classic Snake game using an Arduino development board, 8×8 LED grid, joystick, and passive buzzer, combining hardware control with interactive gameplay.
- Programmed game logic and user interface in Arduino C/C++, enabling smooth movement, collision detection, scoring, and sound feedback.
- Designed and tested hardware integration, ensuring responsive controls and reliable LED display while iterating on gameplay improvements.

Technical Skills

Programming Languages: Python, MATLAB, C/C++, SQL, HTML/CSS
Frameworks & Tools: Flask, Bootstrap, VS Code, Git, Arduino IDE
Hardware & Electronics: Arduino