Alexander Zvorygin

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EDUCATION

UNIVERSITY OF WATERLOO
Bachelor of Computer Science
Expected Winter 2020 | Waterloo, ON
Term 2B, Faculty of Math
Dean's Honor List, 1B
Cumulative Average: 86

WILLIAM LYON MACKENZIE C.I.
Grad. May 2015 | Toronto, Ontario

LINKS

Github:// **zvory**
LinkedIn:// **azvorygin**
Twitter:// **@Zvorygin**

COURSEWORK

CS 246, Object Oriented Software Development
CS 245, Logic and Computation (Enriched)
CS 146, Elementary Algorithm Design and Data Abstraction (Advanced Level)
CS 145, Designing Functional Programs (Advanced Level)

SKILLS

PROGRAMMING:
Proficient:
Javascript • HTML • CSS • C++ • C
OOP • Racket
Familiar:
Node.js • Haskell • Java • MIPS Assembly

MISC:
Git • Bash • Unix • JIRA • Agile/Scrum

EXPERIENCE

KIK INTERACTIVE INC. | QA and Release Engineer
January 2017 – April 2017 | Waterloo, ON

- Took ownership of the quality of multiple server and clientside features of the Kik Messenger App on both iOS and Android.
- Worked with engineering and product teams to estimate QA time for features and develop testing suites.
- Investigated, tracked and triaged crashes, bugs, and their fixes using JIRA, Git, and Fabric.

LEAGUE INC. | Junior Developer, Automated Testing
May 2016 – Aug 2016 | Toronto, ON

- Wrote automated test suites alongside backend/frontend/ops teams to co-ordinate testing, coverage, and use of continous integration.
- Designed functional UI tests to cover positive, edge, and corner cases.
- Extended the automated testing framework, CasperJS, to better suit the unique challenges and engineering obstacles of the LEAGUE website, and provide a foundation for future automated testers.
- Achieved 100% coverage with automated tests on the LEAGUE website frontend.

PROJECTS

FIGHTMAESTRO | Eng ⊕ Hack
March 2016 | Waterloo, ON

- Created a gesture-controlled side scrolling Beat-'Em-Up style game with a focus on design and polish.
- Coded for the Eng⊕Math Hackathon using JavaScript, HTML5, and Myo Gesture Control technology.

SECURITIES TRADING BOT | Jane Street ETH
January 2016 | Waterloo, ON

- Created a bot in Node.js that used market trend analysis to generate consistent positive returns on a simulated securities trading market.
- Coded for the Jane Street ETH Waterloo Hackathon.

SPEAKEASY | Jane Street ETH
January 2016 | Waterloo, ON

- Created a Java game that teaches English pronounciation through voice recognition.
- Programmed using OOP principles and with a full Swing GUI.
- Professionaly packaged and presented the program as a completed product for consumer use.

AWARDS

2015 48th Place out of 1500 , Canadian Computing Competition
2014 18th Place out of 400 , ECOO Provincial Programming Competition