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INTRODUCTION

I am currently studying Computer Science at Queen Mary University of London. Long time ago, Computer Science and Software Development particularly became my interest progressing from a hobby to the future career.

For the last couple of years, I have been continuously practicing through making different kinds of personal and team projects. Additionally, in high school, I was participating in programming competitions achieving top places in national competitions in Ukraine (UOI) and Portugal (ONI) and earning a spot to represent Portugal in international competitions (OII, WEOI and IOI) in 2024 coming back with a bronze medal (from OII).

I am curious about the field of Computer Science and Software Development and looking forward to working and improving my skills in it.

EDUCATION

September 2024 – June 2027	**Queen Mary University of London (QMUL), London, United Kingdom** University Russel Group university, top 97th university in Computer Science in the world (according to QS ranking). Here I am going to complete my BSc in Computer Science.
September 2022 – June 2024	**United Lisbon International School (ULIS), Lisbon, Portugal** High school An English-speaking international school. Here I have completed IBDP (International Baccalaureate Diploma Programme).
September 2020 – June 2024	**Dnipro Scientific Lyceum of Information Technologies (DSLIT), Dnipro, Ukraine** Middle-high school A special middle-high school with a focus on mathematics, physics, and information technologies. Here I have completed middle and high school. For the last two years I was studying online on part time together with another school.
September 2013 – June 2020	**Dnipro Gymnasium No. 143, Dnipro, Ukraine** Primary-middle school An ordinary public school. There I have completed primary school and partially middle school (up to grade 7).

LANGUAGE PROFICIENCY

- Native: Ukrainian and Russian (born and grew up in Ukraine)

- Fluent: English (C1, IELTS 7.5)

- Basic: Portuguese and Spanish (about A1-A2)

PROGRAMMIGN COMPETITIONS

As for extracurricular activities, I have been taking part in different programming competitions achieving top places in national competitions in Ukraine (UOI) and Portugal (ONI) and earning a spot to represent Portugal in international competitions (OII, WEOI and IOI) in 2024 coming back with a bronze medal (from OII).

August 2024	**International Olympiad in Informatics (IOI), International** The most prestigious annual individual school level international competition between students all around the world
	Absolute **top 284**
June 2024	**Wester-European Olympiad in Informatics (WEOI), International** Annual individual school level international competition between students from Western-European countries
	Absolute **top 63**
June 2024	**Ibero-American Olympiad in Informatics (OII), International** Annual individual school level international competition between students from Ibero-American countries
	Bronze (absolute **top 36**)
2023 – 2024	**Olimpíadas Nacionais de Informática (ONI), Portugal** Annual individual school level national competition
	2023 season — National final absolute **top 13** 2024 season — National final absolute **top 3**
2020 – 2024	**Ukrainian Olympics in Informatics (UOI), Ukraine** Annual individual school level national competition
	20-21 season — Went up to II stage (city) out of 4 21-22 season — **Third place** on III stage (regional) 22-23 season — **Second place** on III stage (regional) 23-24 season — **Second place** on III stage (regional) + invitation to regional training camp
2022 – 2023	**All-Ukrainian Collegiate Programming Competition (AUCPC), Ukraine** Annual team college level national competition (school division)
	2022 season — National final absolute **top 10** 2023 season — **Second place** on II stage (regional) + National final absolute **top 10**

KEY SKILLS

It is obviously important where you have studied or what you have achieve, but what you can actually do is even more important, in my opinion. Therefore, there some of the skills I have I want to highlight. All of them were acquired through practice, some – through personal or team projects, some – during my studies.

Technical:

- Front-end development (Svelte + SvelteKit/Sapper, HTML, CSS, JavaScript/TypeScript)

- Back-end development (Python (FastAPI/Django), NodeJS (Express.js), C++, C# (.NET), Go, Java)

- Databases (MongoDB, MySQL)

- Dev-ops (organisation of repositories, containerisation, hosting, proxy, domains, etc.)

Other:

- Problem solving / Algorithms / Data structures

- System architecture

- Team leadership/management

EXPERIENCE / PROJECTS

Most of experience in software engineering comes from personal and team projects. All of my projects can be on my GitHub (github.com/s0urcedev). To be short, but still showcase my experiences and skills, I listed best of my projects below.

June 2023 – February 2024	**efrog** github.com/efrog-team efrog.pp.ua A system to organise and manage programming competitions. It was a team project started by my computer science teacher from DSLIT and me. As the result the team of 5 was collected and 6 month of development started. My direct responsibilities were **system architecture**, **back-end API development** (Python, FastAPI, github.com/efrog-team/efrog-connector), **dev-ops** (organisation of repositories, containerisation, hosting, proxy, domains, etc.) and **team leadership/management**. So far, it is my biggest project with experience as close as possible to commercial.
February – April 2023	**course-work / CASTS** github.com/s0urcedev/course-work casts.pp.ua A full-stack adaptive testing system written in **JavaScript** with **Svelte**. It was developed as course work for penultimate year of high school in DSLIT. It provides full functionality for teachers to authorise and create adaptive test and for students to authorise and take tests.

February – October 2023	**ib-pseudocode-interpreter** github.com/s0urcedev/ib-pseudocode-interpreter ib-pseudocode-interpreter.s0urce.dev

A fully functioning interpreter written in **Python** of pseudocode syntax from IBDP computer science course. Includes realisation of all basic programming concepts like variables, conditions, loops, and functions.

February 2024	**khollang** github.com/s0urcedev/khollang khollang.s0urce.dev khollang-interpreter.s0urce.dev

A programming language written in **Python** that allows to pass the config file with limitations of the language functionality. It can be useful if a teacher gives students a problem and wants to enforce them to not to use or limitedly use some aspect of language (variables, conditions, loops, data structures, etc.). The base for the syntax and interpreter is taken from **ib-pseudocode-interpreter** with some modifications like increased number of built in data structures and ability to create custom data structures.

January 2024	**ib-mcq-answer-sheet-grader** github.com/s0urcedev/ib-mcq-answer-sheet-grader ib-mcq-answer-sheet-grader.s0urce.dev

An application written in **Python** to grade multiple choice exams for IBDP science courses. It uses **computer vision** to detect student's answers and then produces a complete feedback with total score and correct answers.

See more of my projects on my GitHub (github.com/s0urcedev).