

ALEKSANDR VORONTSOV

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EDUCATION

King's College London
MSci Computer Science

September 2018 - June 2022
London, UK

Whitgift School
Secondary School

September 2010 - July 2017
London, UK

- 2As, 2Bs at A Level in Chemistry, Physics, Computer Science and Mathematics
- 3 A*s, 5As, 3Bs at GCSE; A* in Biology, Chemistry and Mathematics

WORK EXPERIENCE

Perfocal
Junior Developer

October 2017 - October 2018
London, UK

- Set up custom static page templating solution using Webpack, EJS and JSON for use in generating static landing pages with more efficiency, increasing user impressions by roughly 200% within 2 months
- Developed booking infrastructure and platform using React and NodeJS for pop-up photography sessions
- Implemented an automated email and SMS digest system, improving customer-photographer communication and increasing website engagement rate
- Wrote technical documentation for codebase and features

PROJECTS

GoLink - <https://github.com/a-vorontsov/golink>

Proximity-based instant messaging mobile application built using Angular, Ionic framework and Cordova. Uses Google Firebase for data storage and communication.

Particle - <https://github.com/a-vorontsov/particle>

2D game built using C# and Unity. Custom physics and movement allows player to accelerate rapidly while in air compared to while grounded.

IC Hack 2018 Entry - <https://github.com/a-vorontsov/shirt-or-not-shirt>

Web application that uses image-recognition to determine if an image contains a T-shirt or not. Developed user interface and front-end application in React in interact with a Microsoft Azure Computer Vision model trained using ~750 images.

SKILLS & INTERESTS

Languages & Frameworks - Experienced in JavaScript (inc. React); familiar with C# (inc. Unity), Python, SQL; exposed to PHP (inc. Laravel), Java (inc. Android SDK)

Software & Tools - Experienced with Git; familiar with Unix/Linux, Unity; exposed to Docker, AWS (S3, CloudFront), Webpack, Microsoft Azure

Extracurricular - Regular hackathon attendee; badminton player

ACHIEVEMENTS

HackKing's 4.0 (Overall 2nd Place) - Won 2nd place main prize, AWS prize for best use of AWS services and .tech Domain prize for best website at HackKing's 4.0. Built website using vanilla JavaScript and HTML to complement game and allow visitors to create custom pixel images. *November 2017*

Qredo Hackathon (1st Place) - Won 1st place prize for developing an Android application for parents to track and monitor their children. *February 2016*

HackGenY (3rd Place) - Awarded 3rd place prize and won Autodesk challenge for best use of Autodesk SDK. Designed user interface in HTML and PHP Laravel to allow users to interact with 3D model scraping results and view models in 3D. *September 2015*