

VLAD YAREMCHUK

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EDUCATION

Honours in Bachelors of Science, Computer Science & Math double major + PEY Co-op

University of Toronto

Sept. 2022 – April 2027

- Courses: Software Engineering, Algorithm Design & Analysis, Database Management, Information Security, Systems Programming, Theory of Computation, Combinatorics, Calculus, Algebra, Statistics.

SKILLS

Technical: React, Node.js, Python, Java, C, HTML, CSS, JavaScript, TypeScript, SQL, REST API, Git & Github, AWS.

Professional: Communication and leadership, Active Listening, Adaptability, Problem solving, Time management.

EXPERIENCE

Teaching Assistant | *Differential Calculus & Software Design*

University of Toronto

Sep. 2024 - Present

Toronto, ON

- Deliver Calculus Tutorials to groups of up to 40 students & facilitate Software Design lab sessions.
- Hold office hours to support students with course material and assignments.
- Provide in-lecture support, enhancing student engagement through "active learning" techniques.

UML Mentor | *React, NodeJS, TypeScript, JavaScript, Bootstrap, MySQL*

Project Course

Dec. 2023 – Present

- Collaborated with a team of students to develop UML Mentor, a platform offering practical challenges and peer feedback for mastering software design. The project is adopted for teaching Software Design at UofT.
- Composed the project design document, planned milestones and project architecture, and presented the project to professors.
- Drafted 31 unique software problems, each focusing on specific software design patterns.
- Led initial project development, and currently oversee a new group of students expanding the project.

Web Developer | *React, NodeJS, JavaScript, SPARQL*

Urban Data Center

May 2024 - Aug. 2024

Toronto, ON

- Developed and optimized a React frontend for visualizing data from a knowledge graph, enhancing user experience and improving data manageability.
- Reduced the number of frontend states from 30 to 20 by implementing reducers, and refactored code into modular sub-components for better maintainability.

Game Server, Tiny Shell | *C*

University Projects

Feb. 2024 – April 2024

- Developed a game server from scratch using sockets and system calls, enabling multiple clients to engage in real-time multiplayer battles.
- Designed and implemented a custom shell, supporting job management, command execution, input/output redirection, and command piping.

Flight Explorer | *Java, JavaFX, HTML, CSS, JavaScript*

University Project

Nov. 2023 – Dec. 2023

- Developed an accessible application that enables users to search and graph real flight routes on a world map, enhancing data visualization for users.
- Led a team of 4, overseeing project architecture to ensure seamless integration, resulting in the timely submission of the assignment with a 90% grade.
- Applied Agile software development principles, including sprints and code reviews, to maintain consistent progress.

Your Movies List | *React, NodeJS, JavaScript, CSS, SQLite, AWS*

Personal Project

June 2023 – July 2023

- Connected AWS EC2 with Amazon RDS database to host the self-made full-stack website. Checkout your-movie-list.com for a live demo.