

ANDREI MOURAVSKI

3926 1ST AVE. NE • SEATTLE, WA 98105
PHONE: (973) 544-8811 • E-MAIL: AMOURAVSKI@GMAIL.COM

OBJECTIVE

To acquire a full-time position in Computer Science starting Spring 2010.

EDUCATION

Rochester Institute of Technology

Bachelor and Master of Science in Computer Science

Rochester, NY

Expected: February 2010

GPA: 3.555

Thesis: Computational Complexity of the Maximization Problem of Expected Value of Diffusion Models on Families of Graphs

Course Highlights: Advanced Algorithms, Markov Chain Monte Carlo, Combinatorial Computing, Genetic Algorithms, Xtreme Computer Science Theory, Computer Vision, Artificial Intelligence, Advanced Artificial Intelligence, Software Engineering, Computer Organization, Computer Graphics, Programming Language Concepts, Databases, Networking, Operating Systems

RELEVANT SKILLS

Proficiency: Java, C, C++, Adobe Flex, Actionscript, Matlab, HTML, Lisp, Scheme

Familiarity: Python, Javascript, MySQL, XML, Visual Basic, JSP, J2EE, OpenGL, CSS, Prolog

WORK EXPERIENCE

Truviso Inc.

Foster City, CA

Dec 2008 – May 2009

Software Engineering Intern

- Led debugging and implementation of features in the OEM version of our main product.
- Acted as intermediary between OEM development team, QA team, and our development team to address goals and problems.

UBS Wealth Management US

Weehawken, NJ

Jun 2008 – Aug 2008

Summer Intern – Information Service Delivery – Investment Solutions

- Managed a project creating a new investment product by coordinating several international teams.
- Designed and created prototypes of proposed changes to existing processes, driving project change.

Lehman Brothers Inc.

New York, NY

May 2007 – Aug 2007

Summer Analyst – Lehman Architecture and Strategy

- Designed and implemented a visually appealing, interactive monitoring tool providing important information to IT professionals.
- Learned and used proprietary and commercial technologies for solo project.

TRiO and Computer Science Tutoring

Rochester, NY

Oct 2006 – May 2008

Tutor

- Tutored individuals as well as a large group of failing students, helping them raise their grades and learn new concepts and methods.
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COMMUNITY ACTIVITIES

Computer Science House

Dec 2006 – present

- Served as House History director, coordinating alumni relations and helping plan yearly events.
- Furthered the gathering of house history, including the creation of an oral history database.
- Served as editor for yearly alumni publication and in general promoted house activities.

Rochester Wargamers Association and Guild (RWAG)

Jan 2007 – present

- Served as President and Librarian of an on-campus club with over 70 members.
- Organized a mini-convention with two other clubs in addition to the weekly meetings.