

# David Khachaturov

<https://github.com/Davidobot/>

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## EDUCATION

- BA (Hons) Computer Science, University of Cambridge** **2018-present**
- Part 1B – Unclassed (COVID)
    - Courses:* Computer Design, Concurrent and Distributed Systems, ECAD and Architecture, Economics Law and Ethics, Foundations of Data Science, Further Graphics, Further Java, Programming in C and C++, Semantics of Programming Languages, Compiler Construction, Computation Theory, Computer Networking, Further Human-Computer Interaction, Logic and Proof, Prolog, Artificial Intelligence, Complexity Theory, Concepts in Programming Languages, Formal Models of Language, Security
  - Part 1A – Class I (ranking 26/129)
    - Courses:* Databases, Digital Electronics, Discrete Mathematics, Foundations of Computer Science, Introduction to Graphics, Object-Oriented Programming, Scientific Computing, Algorithms, Machine Learning and Real-world Data, Operating Systems, Interaction Design, Numerical Analysis, Software and Security Engineering
- A-levels, St Paul's School, Barnes** **2016-2018**
- A\*A\*A\*A\*
  - Mathematics, Further Mathematics, Computer Science, Physics.
- MATSEC, San Andrea School, Mgarr, Malta** **2005-2016**

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## WORK EXPERIENCE

- Software Development Intern at IMC Trading** **June – August 2020**
- Data Services team; working with Kotlin, Elasticsearch, Kubernetes
  - Experience with low-level networking in Java, and front-end development in JavaScript, React.JS, TypeScript
  - Using Gerrit, Jira, Git, TeamCity
- Machine Learning Intern at Speechmatics** **June – September 2019**
- Research and development of machine learning, application in commercial environments
  - Working with and developing cutting-edge AI technologies in Pytorch and Tensorflow

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## RELEVANT EXPERIENCE

- Programming Languages**
- C#, Python, Java, Lua – advanced >5 years
  - C, C++, JavaScript, SML, Prolog, Kotlin, GLSL, SystemVerilog – intermediate 1-3 years
- Other Technologies**
- Advanced game development experience with *LÖVE* in Lua 8 years
  - Basic game development in *Unity* in C# 1 year
  - WebAssembly using *emscripten* 1 year
  - Windows *kernel, userspace drivers* in C#, C, C++ 3 years

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## LANGUAGES & IT KNOWLEDGE

- Russian and English: Native speaker.
- Base-level ECDL – proficient with MS Word, PowerPoint, Excel and Access.

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## AWARDS & INTERESTS

- IMC High Performance Tech Workshop – 2019 Runner-up in a Java optimisation challenge
- CyberCenturion, national UK cyber-security competition - 2018 Runner-up, 2017 Winner
- BAFTA's Young Game Designer 2017 finalists.
- Schools Aerospace Challenge 2017 Runner-up
- Golf: Since 2013, national Maltese Junior Champion 2016