

## Education

*Bachelor of Science*, Major: Computer Science | Minor: Mathematics - Completed June 2020 • **4.0 GPA**

*Master of Science*, Computer Science - Expected June 2022

## Skills

*Programming Languages*: C, C++, Haskell, Kotlin, Java, Python, JavaScript, Haxe

*Languages*: English (native), Russian (native), French (conversational, DELF B1 certification)

*Operating Systems*: MacOS, Linux

*Additional Skills*: Compiler design, formal verification, algorithms, low-level development.

## Projects

abcs [↗](#)

Calculator program with a complete embedded programming language.

chalk [↗](#)

Compiler from a small imperative language into CHIP-8 bytecode.

pegasus [↗](#)

LALR parser generator currently supporting the C and Crystal languages.

scylla [↗](#)

Elm-based purely functional front end for the Matrix chat protocol.

## Publications

Jácome Cunha, Mihai Dan, Martin Erwig, **Danila Fedorin**, Alex Grejuc: *Explaining spreadsheets with spreadsheets (short paper)*. GPCE 2018: 161-167

## Experience

Research Assistant, Programming Language Theory

Oregon State University, Corvallis, OR | Spring 2018 - Present

- Devised and implemented language to explain behavior of spreadsheets to new users.
- Developed tooling in **Haskell** to verify, generate, and debug the explanation language.
- Contributed to **research paper** published to the International Conference on Generative Programming.
- Formalized operational semantics of new **explanation-oriented programming language**.

## Blog Author

Independent | Spring 2015 - Present

- Designed and published website currently live at [danilafe.com](http://danilafe.com).
- Authored blog posts on topics spanning data structures, web development, programming languages, and compilers.
- Created **11-part series** on compiler development, walking readers through lexing, parsing, compilation using LLVM, garbage collection, and polymorphic type checking.

Undergraduate Teaching Assistant, Programming Language Theory, CS 381

Oregon State University, Corvallis, OR | Winter 2020 - Spring 2020

- Engaged in weekly question-and-answer sessions regarding course topics.
- Aided students in implementing a final project in the form of a **custom programming language**.
- Proctored **quizzes and exams** for over 200 students.
- Hosted **independent review sessions** attended by over 70 students.

## Lead Programmer

Northwest Advanced Programming Workshop, Portland, OR | Summer 2017

- Designed and implemented a **desktop calculator** application with a focus on usability and feature-completeness.
- Worked on a variety of components, including parsing input through a custom regular expression engine, evaluating expressions through Taylor Series, and UI design.
- Profiled and debugged application using **VisualVM** in order to find inefficiencies, reducing computation time by 60%.
- Led a small team using the **git version control system**.
- Exercised public speaking and communication skills by reporting progress to supervisor and presenting to other teams.

## Game Developer

Oregon Game Project Challenge, Portland, OR | Spring 2016 and 2017

- Worked in a team to complete video game to be presented at main event.
- Created a game engine from scratch using **Entity Component Systems** architecture.
- Used **OpenGL shaders** and normal mapping to create 2D-shadow system.
- Developed novel interaction between physical components (**microcontrollers**) and the video game for multi-user cooperation.

## Honors and Awards

- *Drucilla Shepard Smith Award* — Awarded to students maintaining a GPA of 4.0 while attending Oregon State University.
- *Honor Roll (all terms)* — Awarded to students maintaining a full credit load and a GPA above 3.5.
- *International Baccalaureate Diploma Scholarship* — \$1,000/term scholarship awarded to recipients of the IB Diploma.
- *Finalist* — Google Code-In 2016, online competition in which participants complete tasks for open-source projects.