

# Adrian C. Vovk

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## OBJECTIVE

Third-year computer science student seeking a highly challenging and team-oriented work environment for an internship and eventual career that applies skills in GUI development, OS development, software integration, and project management.

## EDUCATION

**The Ohio State University - Columbus** (2020 - 2024)

Bachelor of Science in Computer Science and Engineering, Systems Specialization  
Recipient of The Land Grant Opportunity Scholarship • GPA (4.00 scale): 3.719

## SKILLS

**Programming Languages:** C/C++, Python, Vala, Java/Kotlin, JavaScript, Go, Bash

**Platforms:** Linux, systemd, GNOME/GTK, freedesktop, Android, Arduino

**Technologies:** Containers, ostree/dm-verity, TPM, UEFI Secure Boot, Flatpak, Wireguard

**Software:** Git, Make, Meson, Ghidra, Office, Gradle, BuildStream

**Languages:** English (fluent), Russian (fluent), Spanish (conversational)

**Soft Skills:** Technical writing, teamwork, quick learner, leadership

## WORK EXPERIENCE

**Caesar Creek Software: R&D Internship** (May 2022 – August 2022)

- Design and build tool that automates creation and management of Wireguard VPNs on various public clouds (DigitalOcean, GCP, and Vultr) using Go language
- Collaborate with other developers on small team
- Sharpen software reverse engineering skills as part of company training course

## OPEN SOURCE PROJECTS

**Linux Distribution Development: carbonOS** (December 2018 – Present)

- Integrate hundreds of individual packages into a cohesive operating system
- Troubleshoot complex bugs that span multiple components & levels in an OS
- Collaborate with other developers to fix bugs and add features, sometimes upstream
- Maintain a large code-base and adapt to changing needs and technologies
- Research, design, and implement trusted boot scheme and TPM data encryption
- Utilize container-based technologies to distribute software to an immutable OS

**Linux Desktop Development: Graphite DE** (August 2018 – October 2022)

- Unravel and understand intricacies of Linux's GNOME/freedesktop stack
- Develop a custom graphical environment for carbonOS on top of GNOME technologies

**Android App Development: GEM Player** (2014 – 2017)

- Build open-source app to replace AOSP's music player in custom Android ROMs
- Publish to the Google Play Store, and achieve over 500 downloads
- Implement Google's early material design by closely following their mock-ups

## ACADEMIC PROJECTS

**Escape Room Design, Prototype, and Documentation** (Spring 2021)

- Design, build, program, and test Arduino-based electronic escape-room puzzles
- Collaborate on a diverse engineering team by openly and effectively communicating
- Program and control a custom-built remote-control car using simple RF hardware
- Write comprehensive 100-page report detailing team's engineering process
- Present work to peers, instructors, and judges and edit a promotional video
- Win "Excellence in Engineering" and "Best Documentation" awards as judged by industry professionals