

# TARAS YAREMA

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## EDUCATION

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<b>Universitat de Barcelona</b> BS Mathematics	Barcelona 2015 - 2021
<b>Universitat Oberta de Catalunya</b> BS Economics	Barcelona 2018 -

## EXPERIENCE

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<b>Premiumguest S.L.</b> <i>Software engineer</i>	Barcelona Dec 2019 - Present
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- PHP and MySQL development and maintenance.
- Work with AWS (Lambda, RDS, Eventbridge).

<b>Partyadvisor</b> <i>Lead Backend Developer and Sysadmin</i>	Barcelona Feb 2019 - Dec 2019
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- Django API development and MySQL databases maintenance.

<b>HackUPC</b> <i>Organizer and The Game developer</i>	Barcelona Feb 2019 - Oct 2019
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- Help organize a hackathon with more than 700 attendees. Also developed a 24h based coding challenge using Django, MySQL and C++.

## SKILLS

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Technologies: Python, GoLang, MySQL, Mongo, Mathematica, Node, Django, Bash, Git, C/C++  
Languages: Spanish, Catalan, English, Ukranian, Russian

## AWARDS

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<b>2nd place at HackUPC 2016</b> Developed a game that projects n-dimensional shapes into the screen and uses mathematical algorithms to make an up to a 5-dimensional version of the game. It was built entirely with plain Javascript and WebGL.	HackUPC Feb 2016
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<b>Finalist at HackUPC Fall 2017</b> Our main idea was to create something that could compute all the possible possibilities of a rgba 128x95 image. In this case there are $256^{(4*128*95)}$ different possible images. We used plain Javascript, canvas, and PHP to store the inputted images.	HackUPC Oct 2017
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<b>Best Game at HackUPC 2018</b> Build a 3D platform game that uses temporal logic to pass the created levels. To pass a level you need to travel to the past so you can change the topology of the level to a certain needed state in the original present timeline. We used were plain Javascript for the engine, THREE.js for visuals, Node.js and Heroku.	HackUPC Oct 2018
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<b>Honorable mention at JacobsHack! 2018</b> I build a 3D game that consists of traveling around the world using the Skyscanner flights with the goal of predicting the cheapest flight in every turn.	Skyscanner Nov 2018
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<b>Finalist at CopenHacks 2019</b> MazeChain is a collaboration multiplayer game where you and your n-1 friends have to find the goal in an n-dimensional maze. Each player can move the main player (which everyone shares) only in two dimensions of the projection plane of the player position in the n-dimensional cube. That's why every time that someone moves in the direction of any two-dimensional plane, yours can be changed completely.	Microsoft Apr 2019
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