PAUL KOKHANOV

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EDUCATION

University of Waterloo   Waterloo, ON
Bachelor of Science in Electrical Engineering - Cumulative GPA: 92.91%   *Sept. 2020 – Expected Apr. 2025*

TECHNICAL SKILLS

Programming Languages: Python (3 Years), C++ (2 Years), C# (1 Year), Kotlin (1 Year)
Technologies: Virtuoso, Visual Studio, Android Studio, Unity, Meta VR SDK

EXPERIENCE

HCI VR Research Assistant | *University of Waterloo*   Feb. 2024 – Apr. 2024
(github.com/PaulKokhanov1/vr-bimanual)

- Created a VR interaction application using Unity and Meta's Oculus SDK to research efficiency of various menu techniques by conducting experiments on participants
- Designed study procedure to be used on individuals, involving Radial & Marking menu to compare against FastTap menu selection

Software Developer Intern | *TextNow*   May. 2022 – Aug. 2022

- Developed multiple key features for the TextNow Android App with over 10M+ daily users as part of the Platform Team
- Implemented and shipped Google's conversation "Bubbles" feature to end users, enabling them to more easily interact with the app through notifications
- Investigated and provided solutions to various startup performance issues found using stack traces in order to improve application launch time by $\sim$ 250 ms
- Ensured app reliability through high unit and automation test coverage using the JUnit framework

PROJECTS

VR Escape Room - (github.com/georgia-alpajaro/Quest3_Escape_Room)   Mar. 2024 - In Progress
Technologies: Unity, Meta SDK, C#, Photon Fusion 2

- Launched a VR Escape Room game leveraging Meta's Interaction & Voice SDK with various Mixed Reality additions
- Implemented Host/Client based multiplayer using Photon Fusion 2

Lunar Lander RL - (github.com/PaulKokhanov1/LunarLanderRL)   Jan. 2024 – Mar. 2024
Technologies: Unity, MLAgents, C#

- Developed and trained an ML agent to autonomously land a 2D "Lunar Lander" within confined parameters
- Combined reinforcement learning strategies such as Curriculum learning and Imitation learning

Binding of Issac Remake - (github.com/PaulKokhanov1/BindingofIssacRemake)   Dec. 2023 – Apr. 2024
Technologies: Unity, C#, GIMP

- Remade the "Binding of Issac" video game using Unity and C# alongside creating sprites with GIMP
- Implemented procedural generation of the dungeon and enemies for each level
- Designed custom UI interfaces and logic to augment user experience

C++ Fluid Simulation - (github.com/joaquintb/comp_arch_23)   Sept. 2023 – Dec. 2023
Technologies: CLion, C++

- Programmed, using C++, a fluid simulation that implements Smoothed Particle Hydrodynamics
- Collaborated amongst a team of 4 to create understandable & reusable code following proper coding architecture

Navigation App - (github.com/PaulKokhanov1/Navigation-App)   Sept. 2021 – Dec. 2021
Technologies: Kotlin, Android Studio, Arduino

- Uses the Google Maps API and communicates with a circuit through Bluetooth to guide user
- Implemented Directions API to map users' selected destination through decoded polylines
- Created physical user interface using an Ardunio UNO, 4 LEDs, an HC-05 Bluetooth Module and an MPU 9150