

# ANTON OUTKINE

[antonoutkine@gmail.com](mailto:antonoutkine@gmail.com) — [linkedin.com/in/antonoutkine](https://www.linkedin.com/in/antonoutkine) — [github.com/outkine](https://github.com/outkine)

## OBJECTIVE

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I am a CS student with extensive experience developing software in industry. I am passionate about learning new programming languages and thrive in fast-paced environments where I can rapidly deploy new ideas to production.

## EDUCATION

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### University of Chicago

Sept 2020-June 2024

Bachelor of Science in Computer Science, **GPA: 3.94**

Relevant Coursework:

*Honors Introduction to CS, Computer Systems, Database Systems, Theory of Algorithms, Programming Languages*

**Languages Spoken:** English, Russian, Spanish

## SKILLS

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**Programming Languages:** Python, Typescript, Rust, Java, C, C#, Scala, Elm

**Technologies:** SQL, Docker, React, Angular, .NET Core, Webpack, AWS Lamda, AWS SQS, AWS EC2, Terraform

## WORK EXPERIENCE

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### Palantir Technologies, Software Engineering Intern

June 2023-September 2023

Working on a team that develops services for secure collaboration in Palantir Gotham. I have full ownership of a project that involves integrating one of these services into Palantir Foundry. Frontend development with **Typescript and React**.

### Solesca, Junior Software Developer

December 2022-June 2023

Joined a solar panel startup to develop a **Rust algorithm that optimizes solar panel layouts** by running linear regressions on the results of a solar panel energy simulation. Stayed on to build a **Typescript/React** frontend for interacting with this algorithm.

### Callyo, Software Engineering Intern

June 2022-September 2022

Worked as one of four core engineers on a new product that gives police departments the ability to manage officer call histories on an agency-wide level. Agile full-stack development with **Typescript, React, Next.js and Nest.js**.

### Programming Language Lab at the University of Chicago, Research Assistant

January 2022-September 2022

Acted as the project lead on an **'AST-aware' web-based code editor** that supports switching between normal text editing and AST-level code manipulation. The app is powered by **Typescript, React, and a Rust-based parsing library**.

### Motorola Solutions, Software Engineering Intern & Co-op

June 2021-June 2022

- Worked on the Global Information Services team of 10 with a **C# .NET Core server and an Angular UI**. Focused on a feature that allows for **importing and exporting mission-critical data using Excel files**. Began by researching similar solutions, then planned, developed, performed QA, deployed to production, and acted on feedback from end-users.
- Stayed on as an infrastructure engineering co-op. Highlights: **migrated routine code execution system to Kubernetes**, and overhauled address parsing in the geoverification service to use an NLP library.

## PERSONAL PROJECTS

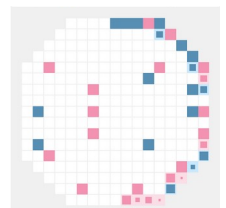
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### Robot Rumble [robotrumble.org](https://robotrumble.org) [github.com/robot-rumble](https://github.com/robot-rumble)

I designed and programmed an **AI competition website**. Players write a program for a team of robots (either red or blue), and then those programs are put against one another in 1v1 ranked battles.

The codebase is powered by **Scala, Rust, and Elm**, and is deployed to an **AWS architecture managed by Terraform**. In August 2020, my fellow Rust programmer and I successfully ran a tournament of 50 participants and more than 10k battles.

The Battle Arena



# LEADERSHIP

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## **Uncommon Hacks, Co-President**

*June 2022-present*

Currently serving as co-president for Uncommon Hacks, the University of Chicago's yearly hackathon that is attended by more than 300 students from across the country. **Managing a team of 15 people in finding sponsors, conducting outreach, designing workshops, and handling event logistics.**

## **University of Chicago, Teaching Assistant**

*March 2021, March 2022, June 2022*

Helped launch Creative Coding, **a new project-based introductory programming course aimed at artistic students.**  
Provided feedback on course materials and developed the web editor that students use to complete assignments.