Vassily Petrousevitch

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vassily-petrousevitch.github.io | github.com/Vassily-Petrousevitch | linkedin.com/in/vassily-petrousevitch

Experience

Co-op Web Developer, UBC IT Web Services – Vancouver, BC   May 2024 – Present
- Maintained ~150 UBC websites, keeping track of dependency and security updates
- Migrated dozens of sites to the latest Drupal version as part of an organization-wide upgrade project
- Resolved 40 tickets from UBC IT clients, including bug fixes and feature requests
- Created a versatile, end-to-end test workflow using Cypress.js, designed to facilitate regression testing for the team
- Trained incoming co-op students on the team's environment and tools

Block Piler, Star Lumber – Mission, BC   May 2021 – Aug 2022
Filing Assistant, Old House Law & Notary – Courtenay, BC   May 2017 – Sep 2019

Projects

Personal Website   vassily-petrousevitch.github.io
- Built a website to advertise myself using HTML, CSS, and JS
- Deployed using GitHub Pages

Which Elevator Is Working?   vassily-petrousevitch.github.io/WhichElevatorIsWorking/
- Built a website to keep track of the elevator functionality in my residence
- Created a GitHub Action to change the elevators' statuses, using a Python script to directly modify the source HTML
- Deployed using GitHub Pages

Washroom Wayfinder | *nwPlus Hackathon 2024*   github.com/Vassily-Petrousevitch/WashroomWayfinder
- Collaborated on a website that displays available washrooms in Vancouver
- Sourced the data input from the City of Vancouver records, including accessibility information (e.g. 24 hr availability)
- Used Next.js for the site's UI/frontend

FriendGen | *UBC CIC Hackathon 2024*   github.com/Vassily-Petrousevitch/friendGen
- Collaborated on a web app that adds people ("friends") to images
- Built on AWS Cloud 9, using the Titan Image Generator AI for image manipulation and Streamlit for the UI

Neovim Configuration   github.com/Vassily-Petrousevitch/nvim
- Built my own Neovim configuration, using kickstart.nvim as a jumping off point
- Included LSP support, file-type specific indenting, and format-on-save for a personalized development experience

GalacticHeist   github.com/Vassily-Petrousevitch/GalacticHeist
- Created a desktop, single-player video game in the Godot game engine

Skills

Languages: Python, Javascript, Golang, HTML & CSS, PHP, C, C#, Java, Verilog, Assembly
Frameworks/Tools: Linux, Drupal, Cypress.js, Docker, React/Next.js, Tailwind, Lando, GitHub Actions

Education

University of British Columbia – BASc in Computer Engineering   Sep 2020 – Expected Apr 2025
- GPA of 3.8