

ILIA PASHKOV

Technical Math Educator & EdTech Developer | Interactive Learning Tools

Novi Sad, Serbia | Open to remote work and Schengen relocation
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PROFILE

Technical math educator and EdTech developer with 10+ years of teaching and learning-design experience. I turn rigorous STEM curriculum into interactive learning experiences, combining GeoGebra scripting/XML, Python and JavaScript prototyping, educational automation, and role-based LMS workflows. My strongest contribution is bridging subject-matter expertise, real classroom insight, and practical technical implementation.

EXPERIENCE

Russian School of Mathematics | Math Teacher & GeoGebra Developer Jan 2024-Present

- Teach advanced mathematics to middle and high school students while identifying where interactive models and structured digital activities improve conceptual understanding.
- Created several dozen reusable GeoGebra models and learning activities for online and classroom delivery, translating curriculum ideas into student-facing visual tools.
- Build scripted behavior including UI states, feedback logic, animations, coordinate interactions, problem generators, and JavaScript-based interactions where needed.
- Work with GeoGebra scripting/XML and Python build scripts to inspect, structure, debug, and maintain interactive assets efficiently.

Marabou Educational Camp | Senior Mathematician & Learning Lead 2019-Present

- Lead mathematics learning design for an international camp for gifted students ages 10-16, supporting up to 50 learners and a team of 8 mathematicians.
- Supervise original course development and pedagogical quality; design guided-discovery STEM experiences, including orbital mechanics with Kerbal Space Program.

Gnesin Russian Academy of Music | Course Author & Lecturer 2020-2025

- Authored and taught Mathematics of Sound for sound-engineering students, translating logarithms, trigonometry, Fourier analysis, acoustics, and sound synthesis into applied visual models.

SELECTED EDTECH PROJECTS

Interactive Math Tools Portfolio | GeoGebra, JavaScript, HTML/CSS Portfolio case

- Built and web-packaged experiences for signed-number operations, average speed, slope and point-slope form, and coordinate-plane fluency using games, animation, dynamic algebra, and guided feedback.

Monolog School LMS | Django, Python, APIs Functional MVP

- Designed and built an online-school MVP connecting admin/teacher/student roles, courses, enrollments, schedules, lessons, attendance, homework, submissions, review states, messaging, and file workflows.
- Implemented Daily.co room and meeting-token flows, signed webhook handling, and a Cloudflare R2 recording pipeline; added automated tests for access, submission, and review boundaries.

Educational Automation | Python Ongoing

- Create scripts for structured lesson materials, image/PDF generation, visual task preparation, and reusable math content assets.

SKILLS

- **Learning & curriculum:** interactive learning design, STEM curriculum translation, guided discovery, visual scaffolding, feedback loops, teacher-facing workflows
- **EdTech & modeling:** GeoGebra scripting/XML, interactive simulations, problem generators, LMS workflow design, digital learning assets
- **Programming:** Python, JavaScript, HTML/CSS, Django, webhooks, API integrations, Swift/SwiftUI, basic academic C++
- **Languages:** Russian native; English C1, IELTS certified

EDUCATION

MIET - B.Sc. Electrical/Electronics Engineering, 2016 | University GTU - Mathematics Education, 2021 | Moscow State Tchaikovsky Conservatory - Composition, 2022