

Artiom Matveiciuc

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Projects

Python-Based Game

- Developed an interactive game using Python and Tkinter, featuring storytelling mechanics, NPC interactions, and a turn-based combat system.
- Implemented item rarity classification to enhance player engagement and game depth.
- Technologies:** Python, Tkinter

Property Price Prediction

- Built an AI model to predict housing prices in the Netherlands using a dataset of **6,000 entries**.
- Enhanced prediction **accuracy by 35%** through data preprocessing, feature engineering, and hyperparameter tuning.
- Utilized PyTorch and TensorFlow for model training and optimization, achieving efficient and scalable results.
- Technologies:** PyTorch, TensorFlow, NumPy

AutoML Library Development

- Developed an AutoML library to streamline model selection, hyperparameter tuning, and evaluation for machine learning tasks.
- Integrated support for Scikit-learn and TensorFlow, simplifying workflows and reducing manual configuration **time by 50%**.
- Implemented features such as cross-validation and Bayesian optimization to improve model accuracy and reliability.
- Technologies:** Python, Scikit-learn, TensorFlow, NumPy

Education

2023–2026 **Bachelor of Artificial Intelligence**, *University of Groningen*, Groningen, Netherlands

GPA: 8.2/10

Honors College Member

Relevant Coursework: Object-Oriented Programming, Algorithms and Data Structures, Artificial Intelligence I, Statistics, Linear Algebra and Multivariable Calculus, Calculus

Employed **Cryptocurrency Club Leader**, *University of Groningen*, Groningen, Netherlands

- Managed a club teaching cryptocurrency and blockchain.
- Raised over €5,000** for environmental organizations.

2021–2023 **International Baccalaureate Diploma**, *Nyborg Gymnasium*, Nyborg, Denmark

High distinction in Mathematics, Physics and Chemistry

Employed **Math Tutor**, *Nyborg Gymnasium*, Nyborg, Denmark

- Provided over **100 hours** of tutoring to students.
- Helped students achieve higher grades through personalized learning plans.

Skills & Languages

Programming Languages

Python, R, SQL, MATLAB

Machine Learning Frameworks

TensorFlow, PyTorch, Scikit-learn, Keras

Data Analysis Tools

NumPy, Pandas, Matplotlib, Seaborn

Version Control

Git, GitHub

Testing & Debugging

Unit Testing, Integration Testing, Debugging with PyCharm and VSCode

Soft Skills

Problem-solving, Leadership, Communication

Languages

English (Fluent), Russian (Fluent), Ukrainian (Fluent), Danish (Intermediate), German (Basic), Romanian (Basic)

Hobbies and Achievements

Achievements

Chess Tournament (4th Place across Moldova), Math competition (1st and 2nd place in 2 consecutive years national competition)

Hobbies

Running, reading, guitar, football