Daniil Zinovyev

Computer, Mathematical and Statistical Sciences

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RELEVANT EXPERIENCE

Machine Learning Engineer, RBC, Toronto **May 2019 – August 2019**

- Worked in the Machine Learning team to create various analytics using **Python (PySpark, Matplotlib), SQL and JavaScript** to visualize the performance of machine learning models.
- Worked with **Big Data operated by Hadoop cluster** while creating optimal bucketing distribution algorithm for features used by models.
- Analyzed the performance of **XGBoost and Random Forest** models with various metrics such as **ROC Curves, Non-Cumulative Lifts and Confusion Matrices**.
- Implemented **LIME Explainer** for black-box model testing and automated client look-up dashboard.

Coordinator of Computer Science Club, Markham **October 2015 – March 2016**

- Tutored coding to members of the Computer Science Club and helped students to develop better problem-solving skills.
- Developed leadership, punctuality and coordination skills during the time of being in the club.

University of Toronto Helping and Tutoring Students **September 2016 – December 2016**

- Helped students with transition from high school environment to university.
- Tutored a variety of different Mathematics and Computer Science courses as a volunteer.

PROJECT EXPERIENCE

Sudoku Solver: Python, OOP **May 2017 – August 2017**

Created an object-oriented program that would solve a regular 9 by 9 Sudoku. The program interacts with the user through keyboard and mouse to get the required numbers for the Sudoku to be solved.

Snakes and Ladders: Python, Linked Lists, OOP **March 2017**

Two players interact with the game through the keyboard to make their turns, the first person to make it to the end of the board with the certain amount of step size – wins.

Forgotten Treasures: C#, Unity Engine, OOP, JavaScript **September 2017 – January 2018**

Idle Clicker is a mobile game that has different worlds to explore, mine different resources and upgrade the mining skills.

Make Light: C#, Unity Engine, OOP, SQL **July 2018 – August 2018**

Make Light is a puzzle game where you create circuits consisting of different parts to make the light bulb light up at the end.

Personal Website: HTML, JavaScript, CSS, GitHub Pages **May 2018 – August 2018**

My personal website where you can find all my projects and explore them more in depth.

Tic Tac Toe: C#, WPF, Visual Studio 2017 **September 2018**

Regular Tic Tac Toe game that can be played through a UI.

Real Time Image Recognition: Python, TensorFlow, MobileNet **September 2017 – June 2018**

Created dataset of images of buildings from the Warcraft III video game and trained a model to detect those buildings on the screen in real time.

Image Upscaling Software: Python, PyTorch, TensorFlow, OpenCV **September 2019 – Present**

The software is using different image upscaling techniques such as Nearest Neighbour Interpolation, Bicubic Interpolation, Convolutional Networks, etc. to demonstrate the differences and performances of those techniques.

Stocks Predicting Software: Python, NumPy, TensorFlow **June 2020 – Present**

Creating a software that can predict the long-term stock prices by using a variety of methods, such using LSTMs for predictions, scraping websites for news that can affect stock prices and using important historical data of prices.

EDUCATION

University of Toronto Scarborough **September 2016 – April 2020**
Honours, Bachelor of Science in Mathematical and Computer Sciences

SUMMARY OF SKILLS

- **Programming Skills: Python, C#, HTML, Java, C++, C, WPF, .NET, SQL, AngularJS, React, MongoDB, NodeJS, Express, Android SDK, Flask, R, AWS, Git, GCP, Foundry.**
- **Computer Skills:** Unity, Unity3D, Android, Visual Studio, Wing IDE, LINUX (Ubuntu), Adobe Photoshop, Adobe Premiere, Microsoft Office, Microsoft Windows (7, 8, 10).
- Excellent leadership and communication skills, obtained by working and leading multiple computer science projects at the university and at work.
- Strong ability to work independently, developed from working on personal independent projects.
- Fast learner, can adopt and learn new languages and software programs in a short period of time. Obtained from self-learning new software and programming languages as well as working on projects since middle school.