Dmytro Chyruk

Personal details

Dmytro Chyruk

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gitlab.com/m9953

Skills

Computer Vision, NLP, RAG,

LLM based Chatbots, AI agents

STT, W&B, OpenVINO

FastAPI, Docker, Git, Jira, Math

Languages

English (Fluent)

Ukrainian (Native)

Employment

ML/CV Research Engineer **Oct 2024 - Aug 2025**

FlightMind.AI

Conducted research and development in the field of computer vision, focusing on image matching techniques. Explored and compared various methods, such as template matching and keypoint-based approaches. Designed and tested feature extraction and similarity evaluation pipelines. Actively participated in the experimental process to refine matching accuracy and robustness.

Technologies: Python, Pytorch, OpenCV, C++

C++/UE4 Game Developer **Dec 2023 - Sep 2024**

Wide Rails

Working on indie story game. My duties were to extend already created logic, create new actors, subsystems, mechanics and work with external open-source libraries. C++ code was preferable and used wherever it`s possible.

(Game details are NDA-protected)

Technologies: C++, Blueprints, UE 5.1

C++/UE4 Game Developer Intern **Apr 2023 - Jul 2023**

FracturedByte

During the internship I was developing Zombieland game. That`s a third-person story shooter with different types of weapons and enemies, that also includes different mechanics of them.

Technologies: C++, Blueprints, UE 4.27

Education

Masters of Mathematical Methods of Artificial Intelligence **Sep 2024 - Present**

Taras Shevchenko National University of Ukraine, Kyiv

Bachelor of Applied Mathematics **Sep 2020 - May 2024**

Taras Shevchenko National University of Ukraine, Kyiv

Courses

DeepLearning.AI **Aug 2023**

Course: TensorFlow Developer

Credential ID: WR6ZJ9DZ5F7S

Samsung IT-School **May 2019**

Course: Application programming for Android

Step IT Academy **Jun 2019**

Course: Junior Computer Academy

You can see my pet projects on the next page

Pet Projects

Object tracking with unique identifiers

Built a real-time video tracking solution that can follow and re-identify same objects across different video streams. The system works with live webcams, video files, and YouTube streams, and ensures each object keeps a consistent ID even if it disappears and reappears later.The project includes a console interface for running locally as well as a server–client setup for larger video processing tasks. It automatically resolves conflicts when multiple objects are detected. The setup can be adapted for various use cases such as security, traffic monitoring, or analytics.

Technologies: OpenCV, YOLO, RT-DETR, ChromaDB, FastAPI, TorchReID

Multimodal Knowledge Agent

A web-based application that allows users to interact with a custom knowledge base using text and voice. The system supports uploading different types of documents (PDF, Word, spreadsheets, presentations, etc) that may include both text and visuals. Then processes them into searchable chunks, stored in a vector index, and retrieved when users ask questions.

Technologies: Streamlit, Whisper, Groq, ChromaDB, Docling

Visual Transformer

Created and trained ViT model for classification task from scratch, based on "Attention is all you need" article. Also trained model on CIFAR10 to compare results with SOTA solutions.

Technologies: Visual transformers, Attention module, OpenCV, PyTorch