

Maksym Bondarenko

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EDUCATION

Columbia University, *BS in Computer Engineering*, GPA 3.45/4.0 **Expected graduation: May 2026**

Advanced coursework: Language Generation Seminar, Deep Learning for Robotics, Reinforcement Learning, System-on-Chip Platforms, Computer Architecture, Machine Learning, Natural Language Processing

Honors: Competed in 2017 International Linguistics Olympiad. 2023 International Mathematical Contest in Modeling and MAA award winner (out of 11000 participants). Full-ride John Jay Scholar at Columbia

EXPERIENCE

Columbia University, Undergraduate Researcher and TA June 2023 – May 2025

- (Ongoing) TA for Reinforcement Learning with Prof. Javad Ghaderi.
- **Computer Vision Lab:** Engineered scalable data generation pipeline for EraseDraw (CVPR 2024), improving object insertion in natural images with text-conditioned diffusion models.
- **NLP Lab:** Implemented evaluation suite for AI book-length summarization, reducing per-text cost from \$100 to \$0.01. Worked on long-form text generation using LLMs and recursive methods.

Makora, Research Engineer Intern September – December 2025

- Leveraged state of the art papers in continual learning and memory to boost coding agent performance and code correctness by 20%.

Notion, Software Engineering Intern May – August 2025

- Built historic autolabel system for categorizing user email history using NLP techniques and backend orchestration (TypeScript, BullMQ, AWS).
- Optimized pipeline to reduce costs by 10x and processing time by 50x. Deployed to 400k Notion Mail users.

Neo Scholar 2025 October 2024

- Selected to be one of the 30 Neo Scholars for the 2025 cohort

Robotics Startup, Computer Vision Engineer March – August 2024

- 21st employee at an early stage robotics startup co-founded by Sebastian Thrun.
- Co-built computer vision pipeline from scratch, achieving 25 fps on Raspberry Pi with detection rate > 90 %.

Pravopysnyk, Co-Founder and Lead Developer August 2020 – August 2024

- Developed first ever AI-powered grammar correction system for Ukrainian language.
- Led an international fully-remote team of 11 developers and linguists across 4 time zones and 3 countries.

PUBLICATIONS AND PROJECTS

EraseDraw: Learning Object Insertion from Erasing (CVPR 2024) June 2024

- Improved object insertion in natural images by engineering a scalable data generation pipeline that reverses object removal processes, enhancing spatial and optical realism in generated images.

Comparative Study of Ukrainian Grammar Correction Models (EACL 2023) May 2023

- Developed unique synthetic data generation system and expanded Ukrainian GEC dataset from 20k to 1M sentences, and set the new state-of-the art using a seq2seq model trained on custom data.

Paperfan October 2025 - present

- Building social platform for research paper discovery and discussion. Implemented semantic search using embeddings and RAG and social features for researchers to track and share reading progress.

Flutter - Won 10,000\$ prize at a hackathon organized by Sebastian Thrun January 2024

- Developed a method for autonomous drone operation using natural language input and LLM planning, which can allow drones to perform complex tasks with minimal supervision.

SKILLS

Programming Languages Python, C/C++, CUDA, SQL, Verilog, JavaScript/TypeScript

AI/ML Pytorch, NumPy, NLP, CV, RL, Diffusion models, Transformers

Software Development Languages HTML+CSS, Docker, Flask, AWS, GCP, Unix, bash, kernel programming, GIT
Ukrainian (native), English (fluent), Spanish (beginner), Mandarin (beginner)