

## EDUCATION

Maastricht University  
BS in Data science and  
Artificial Intelligence

📅 Grad. October 2022

School №2007 with advanced  
learning of physics and  
mathematics

📅 Grad. May 2019

📍 Moscow, Russia

- Graduated with Gold medal.

## COURSEWORK

### Undergraduate

- Software Engineering
- Prototype testing
- Databases
- Probability and Statistics
- Data analysis
- Image and Video processing
- Machine learning

## SKILLS

### Development skills

Advanced:

Python • C++ • Java

Git • Terminal • REST

LaTeX • Jupyter

Intermediate:

Numpy • Pandas • Scikit-learn

Tensorflow • PyTorch • Seaborn

Basic:

Matlab • SQL

### Problem-solving skills

- Data structures and Algorithms
- Strong mathematical thinking
- Natural Language Processing
- Image Processing
- Object-oriented programming
- Multithreading
- Data analysis
- Software design

### Soft skills

Personality:

Good-tempered • Pro-action

Bilingual:

Native in Russian

Advanced in English

## IVAN POLIAKOV

### Software Engineer and Data Scientist

@ ivan.polyakov.01@gmail.com

📞 +31-0627-217251 - whatsapp, telegram

📍 Antoon Lipkensstraat 4C22, 6221 AT, Maastricht

🐙 M1v1savva - github.com

🏆 M1v1savva1601 - codeforces.com

🔑 M1v1savva - kaggle.com



## JOB EXPERIENCE

### Garant | NLP Engineer

📅 August - December 2021

📍 Moscow, Russia (remote)

- Built a minimalistic library *gtext* for working with common text processing techniques (lemmatization, calculating Bert embeddings, etc). The library is now expanding within the company and is applied for many projects
- Designed search system for popular support chat questions utilizing *gtext*
- Developed hyperparameters extraction for a search model using advanced Symplex method strategy

## TECHNICAL OCCUPATIONS

### Personal and Team Projects | Development | 🐙 | 🌐

📅 September 2019 - January 2022

📍 Maastricht, The Netherlands

- Completed 5 projects on various topics with a team of other students throughout the undergraduate program
- Developed a presentable Tetris game with AI
- Built my own small renderer based on OpenGL

### Competitive Programming | Competitions | 🏆 | 🌐 | 🌐

📅 August 2017 - present

📍 Moscow, Russia

- Codeforces.com 2121 rating (master, 97th percentile)
- 2019 Russian Olympiad in Informatics finals (226th across all ages)
- 2019 Russian Olympiad in Informatics regional stage (17th in Moscow in my age group)
- Over 2000 problems solved in C++ using advanced data structures, algorithms and math techniques
- Currently doing private coaching

### Bachelor's Thesis on GANs | Research | 🐙 | 🌐

📅 December 2021 - June 2022

📍 Maastricht, The Netherlands

- Produced anime and manga facial images on low budget with Conditional Style-GAN and Transfer Learning

## HOBBIES

### Reading, sports and art

- Classic literature, philosophy and psychology
- Pencil drawing and piano
- Learning calisthenics
- Play and watch soccer, chess and e-sports
- Love to watch good shows