

EDUCATION

Maastricht University
BS in Data science and
Artificial Intelligence

📅 Graduating in December 2022

School №2007 with advanced
learning of physics and
mathematics

📅 Graduated in May 2019

📍 Moscow, Russia

• Graduated with **Gold medal**.

SKILLS

Relevant Coursework
grade 7+ out of 10

- Graph theory (10)
- Linear Programming (9)
- Algorithms and Data Structures (8)
- Object-oriented programming (8)
- Probability and Statistics (8)
- Software Engineering (7)
- Calculus (7)
- Data analysis (7)
- Machine learning (7)

Languages

Experienced:

Python • C++

Familiar:

Java • Javascript • HTML • CSS

PostgreSQL • Matlab

Frameworks and Libraries

REST • PyMongo • React.js

Flask • OpenCV

pandas • numpy • pytorch

tensorflow • sklearn • matplotlib

IDES and Technologies

VSCode • IntelliJ

JupyterLab • Google Colab

gradle • Git • Linux

Soft Skills

- Strong mathematical thinking and extensive problem-solving background
- Pro-active and taking initiative
- Teamwork, teaching experience
- Languages:
Russian (Native) • English (Fluent)

IVAN POLIAKOV

Software Engineer

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📍 Antoon Lipkensstraat 4C22, 6221 AT, Maastricht

🔗 M1v1savva - github.com

🏆 M1v1savva1601 - codeforces.com

🌐 m1v1savva - fiverr.com



WORK 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, **TF-IDF**, etc). The library is now expanding within the company and is applied in many projects.
- **Designed a search model** for popular support chat questions utilizing *gtext*.
- **Found optimal hyperparameters** for a search model using **linear programming**.

PROJECTS AND COMPETITIONS

Personal and Team Projects | Development

📅 September 2019 - January 2022

📍 Maastricht, The Netherlands

- **Completed 5 projects** on various topics with a **team of classmates** throughout the undergraduate program.
- **Developed an aesthetic Tetris** game with **AI powered by genetic algorithm**. Made in **Java**. **Links:** 🔗
- **Rendered a given .obj model** from scratch in **C++** utilizing **matrix transformations**. **Links:** 🔗
- Currently **developing a website** that allows users to store their **chess opening repertoire** with **React, Flask and MongoDB**. **Links:** 🔗 | 🔗 | 🔗

Competitive Programming | Competitions and Teaching

📅 August 2017 - present

📍 Moscow, Russia

- **Master on Codeforces.com** (2121 rating, 97th percentile) **Link:** 🏆
- **2019 ROI finals** Russian Olympiad in Informatics, 226th across all ages 🌐
- **2019 ROI** 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**
- **Gave a 3-hour long lecture on Graph Theory in English** in front of more than **30 students**.
- **Currently doing private coaching** in both **English** and Russian, so far worked with **6 students**, longest for more than **2 years**.

Bachelor's Thesis on Generative Adversarial Networks | Research

📅 December 2021 - June 2022

📍 Maastricht, The Netherlands

- **Produced anime and manga facial images** on low budget with **Conditional StyleGAN** and **Transfer Learning**. **Links:** 🔗 | 🔗

HOBBIES

I like chess, football and competitive programming.
I also draw and play piano.