

Ivan Poliakov

[LinkedIn](#) | [GitHub](#) | [Codeforces](#)

Email: ivan.polyakov.01@gmail.com
Mobile: +31 627 21 72 51
Location: Maastricht, Limburg, The Netherlands



MACHINE LEARNING ENGINEER

I am a machine learning engineer with a strong interest in recommender systems, efficient ML, and algorithmic optimization. Currently pursuing MSc in AI at Maastricht University, I have 3 months of cumulative full-time industry experience. My background in competitive programming has shaped my passion for efficiency and optimization, inspiring me to design scalable and practical, yet impactful ML applications that leverage the power of state-of-the-art AI.

TECHNICAL SKILLS

| | |
|-------------------------|--|
| Domain Knowledge | : algorithm design and optimization, machine learning, deep learning, object recognition, natural language processing, large language models |
| Programming Languages | : Python, C++, Java, C, JavaScript, HTML, CSS |
| Development stack | : Flask, Django, PostgreSQL, React.js, FastAPI, MongoDB |
| Machine Learning | : PyTorch, datasets, scikit-learn, TensorFlow, Transformers, LangChain, CatBoost |
| Data Engineering | : NumPy, pandas, Matplotlib, seaborn, NLTK, SciPy, geopandas, OpenCV |
| Dev Tools and Platforms | : AWS, Google Cloud Platform, Linux, Git, Docker |

INDUSTRY EXPERIENCE: 3 MONTHS 40H/WEEK

| | |
|---|---|
| Machine Learning Engineer (full-time, 2 months) <i>Early-stage Startup</i> | Sep 2024 – Oct 2024 <i>Remote – USA</i> |
| <ul style="list-style-type: none">Designed and implemented a scalable geospatial ecosystem from the ground up. Built and deployed the database, and utilized REST APIs for robust data transfer and integration.Explored SOTA Deep Learning models for geospatial data mining.Analyzed market options to identify the most suitable data providers. | |
| NLP Engineer (part-time, 5 months) <i>Garant</i> | Aug 2021 – Dec 2021 <i>Remote – Moscow, Russia</i> |
| <ul style="list-style-type: none">Contributed to developing a minimal library for common text processing techniques used internally.Designed an FAQ pipeline for legal text queries using late fusion of similarity scores. Further improved ranking with feature weights optimization.Applied SOTA NLP techniques and traditional statistical methods to create data-specific solutions. | |

EDUCATION

| | |
|--|---|
| Maastricht University <i>Master of Artificial Intelligence - CV, NLP, Advanced ML</i> | Maastricht, Limburg, The Netherlands <i>Feb 2024 – present</i> |
| Maastricht University <i>Bachelor of Data Science and Artificial Intelligence – thesis on GANs</i> | Maastricht, Limburg, The Netherlands <i>2019-2022</i> |

PROJECTS AND ACTIVITIES

| | | |
|--|-----------------------------|------------------------------------|
| Competitive Programming | <i>C++, Python, testing</i> | Codeforces profile |
| <ul style="list-style-type: none">Competitive programming is a big hobby of mine and it has inspired me to pursue a career in tech.In 2024, I competed in the ICPC circuit as part of a team with two other UM students. Together, we attended BAPC and NWERC events.In 2021 I achieved my goal of 2100 rating on Codeforces.com. This roughly translates to 2500 global rank among 90000 active users. After a temporary break, I resumed competing in 2024.In 2019 I qualified for the national finals of the Russian Olympiad in Informatics (for high schoolers). | | |
| Chesslines | <i>React.js, Flask</i> | Source Code |
| <ul style="list-style-type: none">A chess-themed web application designed for managing opening repertoires.I am currently extending the app to include customized opening recommendations and position analysis, leveraging SOTA Machine Learning techniques with minimal resources. | | |