

# Ivan Poliakov

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## Education

### Maastricht University

Master of Science in Artificial Intelligence

Maastricht, Netherlands

Feb 2024 - now

- I am currently working on a **research project** involving **tabular data annotation** with a group of fellow master students.

### Maastricht University

Bachelor of Science in Data Science and Artificial Intelligence

Maastricht, Netherlands

Sept 2019 - Dec 2022

- Bachelor's thesis:** Trained a **StyleGAN** model on budget. **repository**
- Relevant Coursework:** Data Analysis, Graph Theory, Linear Programming, Algorithms and Data Structures, Object-Oriented Programming

### Public School 2007

Middle and High School with an emphasis on physics and mathematics

Moscow, Russia

Graduated in May 2019

- Graduated with distinction

## Skills

<b>Programming languages</b>	Python, C++, HTML, CSS, JavaScript, Java
<b>Development</b>	React.js, Flask, MondoDB, Git, Ubuntu Linux
<b>Machine learning</b>	Pytorch, Tensorflow, Numpy, Matplotlib, MATLAB
<b>Soft skills</b>	Teamwork, Commitment, Time Management
<b>Languages</b>	English (professional), Russian (native)

## Work Experience

### Natural Language Processing engineer

Garant

Remote, Russia

Aug 2021 - Dec 2021

- Built a minimalistic library for working with common text processing techniques.
- Designed a search model for a section of common support chat questions.

## Projects and competitions

### Chesslines - web app dedicated to chess openings **website**, **repository**

Personal web project

Maastricht, Netherlands

Nov 2022 - now

- I made a tool that would allow **chess** players to store their **opening repertoires**. It is comprehensible and actually usable but for now I am not planning to work on this project further.

### Tetris game with AI **repository**

Team project

Maastricht, Netherlands

Sep. 2021 - Jan. 2019

- With a group of fellow students developed a **tetris game with an auto-play** powered by a **genetic algorithm**.

### Juice pong robot **repository**

Team project

Maastricht, Netherlands

Sep. 2021 - Jan. 2021

- With a team of other students built a **robotic setup for playing "juice pong"**. We used mechanical components from the university lab and made use of object recognition algorithms. The setup is still used in the university lab.

### Competitive programming

Personal competitions and coaching

Moscow, Russia

Aug. 2017 - now

- In 2019 I qualified for **Russian Olympiad in Informatics** national finals (while in high school).
- While in university I continued to compete on **codeforces.com** and was last ranked master (which is around top 3% of website's active users)
- I used to offer competitive programming **classes** and got some invaluable experience out of it.