

# Ivan Poliakov

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## Education

### Maastricht University

Maastricht, Netherlands

Bachelor of Science in Data Science and Artificial Intelligence

Sept 2019 - Dec 2022

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

## Skills

**Languages** Python, C++, HTML/CSS, JavaScript, Java

**Tools Stack** React.js, Flask, MondoDB, Git, Ubuntu Linux, PyTorch, NumPy, Matplotlib, MATLAB

**Soft Skills** Teamwork, Teaching, Public Speaking, Problem-solving, Adaptive, Bias for action

## Work Experience

### Natural Language Processing engineer

Remote, Russia

Garant

Aug 2021 - Dec 2021

- Built a minimalistic library 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 common support chat questions.
- Improved a models's performance by calculating good **hyperparameters** with **linear programming**.
- **Gained Area Knowledge:** Natural Language Processing, Working with pre-trained Neural Networks
- **Gained Technical Skills:** Python, PyTorch, NumPy, Ubuntu Linux, JupyterLab, Git.

## Extracurricular

### Chesslines - chess-themed web app **website repository**

Maastricht, Netherlands

Full stack personal web project

Nov 2022 - now

- Developed an aesthetic **web-app** that allows **chess** players to store their opening repertoire.
- Implemented front-end with **javascript** and **React.js** and back-end with **python** and **flask**.
- I used **MongoDB** database and **Render** for hosting.
- **Gained Technical Skills:** Javascript, Flask, React.js, MondoDB.
- **Gained Soft Skills:** Learning quick.

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

Maastricht, Netherlands

Team project

Sep. 2021 - Jan. 2019

- Led development of an **aesthetic tetris game with AI** powered by **genetic algorithm**.
- **Gained Technical Skills:** Java, NetBeans, Object-oriented programming, Simple event queues.
- **Gained Soft Skills:** Leadership, Communication.

### Juice pong robot **repository**

Maastricht, Netherlands

Team project

Sep. 2021 - Jan. 2021

- With a team of other students built a **robot that plays "juice pong"**. The project is still used in the university lab.
- **Gained Technical Skills:** Object detection, yolov5, Arduino.
- **Gained Soft Skills:** Long-term planning, Work distribution, Communication.

### Competitive programming

Moscow, Russia

Personal competitions and coaching

Aug. 2017 - now

- In high school I qualified for Russian Olympiad in Informatics national finals in 2019.
- Won Moscow Olympiad in Informatics twice.
- In University I competed on **codeforces.com**: ranked among 3% of website's total users.  
Some of my competitions results include: 21st out of 5200 participants, 35th out of 4900, 38th out of 3300, etc.
- Lately I have been **coaching, both groups and individual students**.
- **Gained Area Knowledge:** Algorithms and Data structures, Mathematics, Problem-solving.
- **Gained Technical Skills:** C++, STL, debugging, writing tests.
- **Gained Soft Skills:** Teaching complex abstract ideas, Public speaking, Teachable and Adaptable.