

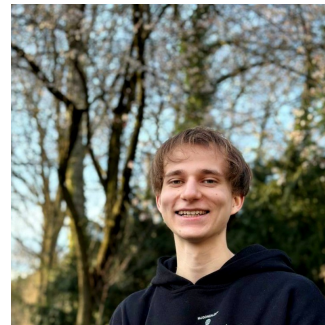
Ivan Poliakov

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Location: Maastricht, Limburg, The Netherlands



SUMMARY

I am a machine learning engineer specializing in Deep Learning, Generative AI, algorithmic optimization and mathematics, primarily writing code in C++, Python and C. I have 1 year of work experience in AI industry and am currently working on several ongoing research projects as a part of my MSc degree in AI at Maastricht University while seeking new job opportunities.

TECHNICAL SKILLS

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|---------------------------------|---|
| Domain Knowledge | : Algorithm design and optimization, Deep Learning, Generative AI, LLMs and Agents, NLP, Computer Vision, Probability and Mathematical Optimization, Multithreading |
| Programming Languages | : C++, Python, C, Java |
| Machine Learning | : PyTorch, NumPy, SciPy, scikit-learn, LangChain |
| Development | : C++ STL, REST API, Flask, Django, MongoDB, PostgreSQL, PyQt, React.js |
| Platforms & Tools | : Google Cloud Platform, Git, Linux, Docker, CMake, gradle, Google Test, Bash |
| Data & Visualization | : pandas, OpenCV, Matplotlib, seaborn |

INDUSTRY EXPERIENCE

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|---|---|
| ML engineer <i>Stealth Startups</i> | Sep 2024 – Jan 2024 <i>Remote – USA</i> |
| <ul style="list-style-type: none">Building product prototypes that revolve around data mining, agentic workflows and latest AI research. | |
| NLP Engineer (internship) <i>Garant</i> | Aug 2021 – Dec 2021 <i>Remote – Moscow, Russia</i> |
| <ul style="list-style-type: none">Built a minimalistic library for working with common text processing techniques.Designed a Q&A model for a set of common user queries. | |

EDUCATION

| | |
|--|---|
| Maastricht University <i>Master of Artificial Intelligence – ongoing research</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

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|--|-----------------------------|------------------------------------|
| Mini-renderer | C++ | Repository |
| <ul style="list-style-type: none">Independently developed a 3D renderer with zero dependencies in C++, supporting camera view, lighting, and shading techniques.Can render a 2500-face model on a standard ThinkPad CPU in < 150ms. | | |
| Tetris with Autoplay | Java | Repository |
| <ul style="list-style-type: none">Led the development of a Tetris game and auto-play powered by a genetic algorithm for a university team project. | | |
| Juice Pong Robot | Python, YOLO | |
| <ul style="list-style-type: none">Developed a throwing strategy for a university lab project: a robotic setup that plays "juice pong," featuring a custom 3D-printed spoon and YOLO-based overhead camera tracking. | | |
| Competitive Programming | C++, Python, stress-testing | Codeforces profile |
| <ul style="list-style-type: none">Qualified for the Russian Olympiad in Informatics national finals in 2019.Achieved Master rank on Codeforces in 2021 and founded the first team from my university to compete at ICPC NWERC in 2024.Coached dozens of students one-on-one and in group settings. | | |