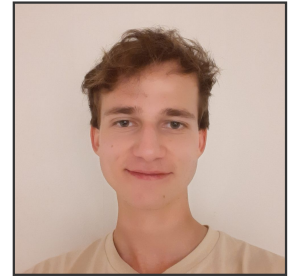


Ivan Poliakov

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Antoon Lipkensstraat, 6221AT Maastricht, Netherlands



Education

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.
- **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, Communicative, Problem-solving, Adaptive, Bias for action

Work Experience

Natural Language Processing engineer

Garant

Remote, Russia

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**

Full stack personal web project

Maastricht, Netherlands

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.com** for hosting.
- **Gained Technical Skills:** Javascript, Flask, React.js, MondoDB.
- **Gained Soft Skills:** Learning quick.

Tetris game with AI **repository**

Team project

Maastricht, Netherlands

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**

Team project

Maastricht, Netherlands

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

Personal competitions and coaching

Moscow, Russia

Aug. 2017 - now

- In high school I qualified for Russian Olympiad in Informatics national finals in 2019.
- 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 Technical Skills:** C++, STL, Algorithms and Data structures, debugging, writing tests.
- **Gained Soft Skills:** Communicating complex abstract ideas, Public speaking, Teachable and Adaptable.