

# Ivan Poliakov

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Location: Maastricht, Limburg, The Netherlands



## SUMMARY

ML Engineer with one year of industry experience specializing in end-to-end development of AI-powered web applications for social media and advertisements, from concept to production. Currently pursuing MSc in Artificial Intelligence at Maastricht University. Hands-on experience in generative AI(images, video, sound), speech processing, search and retrieval, and agentic workflows. Proven background in performance optimization and building scalable web and search systems. Exceptional problem-solving and analytical abilities, as evident by my peak Codeforces rating in the top 5% globally.

## TECHNICAL SKILLS

- Programming Languages** : Python, C++, JavaScript, Java
- Machine Learning** : PyTorch, scikit-learn, Transformers, LangChain, NumPy, SciPy, statsmodels
- Data & Visualization** : pandas, OpenCV, ffmpeg, Matplotlib, seaborn
- Full-stack Development** : FastAPI, Django, React.js, Qt, MongoDB, PostgreSQL
- Tools & Platforms** : Git, Docker, CI/CD, Linux, Google Cloud Platform

## INDUSTRY EXPERIENCE

- ML engineer (internship)** Sep 2024 – Jan 2024  
*Stealth Startup* Remote – USA
- Data mining and building agentic workflows for social media products.
- NLP Engineer (internship)** Aug 2021 – Dec 2021  
*Garant* Remote – Moscow, Russia
- 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** Maastricht, Limburg, The Netherlands  
*Master of Artificial Intelligence* Feb 2024 – present
- Maastricht University** Maastricht, Limburg, The Netherlands  
*Bachelor of Data Science and Artificial Intelligence – thesis on GANs* 2019-2022

## PROJECTS AND ACTIVITIES

- Juice Pong Robot** Python, YOLO [Repository](#)
- Together with several other students developed a software for a robotic arm that plays "Juice Pong" autonomously. We fine-tuned YOLO to detect cups and the ball, and implemented arm control based on the overhead camera input. We also implemented aim auto-adjustment for missed shots.
- Mini-renderer** C++ [Repository](#)
- Built a 3D renderer with minimal dependencies in C++, supporting camera view, lighting, and shading techniques.
- Tetris with Autoplay** Java [Repository](#)
- Led the development of a Tetris game and auto-play powered by a genetic algorithm for a university team project.
- Competitive Programming** C++, Python, stress-testing [Codeforces profile](#)
- 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.