

Middle ML Engineer/ Geo services*Yandex***Jun 2023 — Present***Python 3, PyTorch, Hydra*

→Automatic maps markup

- Safety islands detection from aerophotos, mask to polygons post processing.

Middle ML Engineer/ Computer Vision Platform*Sber Devices***Jul 2022 — Jun 2023***Python 3, C++, PyTorch, Hydra, DVC, OpenCV, ONNX, torch_pruning*

→Background removal for video conferencing with 0.98 dice metric

- Improved human segmentation quality working on segmentation pipeline, pruned model getting 1.5x speed acceleration
- Improved visual quality with post-processing algorithms: aligning the lighting and smoothing out the border.

→Pay card localization

- Trained 700KB model for pay card border segmentation
- Developed C++ inference pipeline in multiplatform mobile SDK

ML Developer intern / VR Team with V. Lempitsky*Yandex***Jul 2021 — Oct 2021***Python 3, PyTorch, Tensorboard*

→Trained model that predicts human's alpha mask to improve the quality of a VR scene

- Prepared datasets with human alpha masks, read and compared papers on an alpha matting problem
- Trained an improved [FBA Matting](#) net without using trimaps

ML Research Intern / Mobile Authentication*Samsung R&D Department***Nov 2020 — June 2021***Python 3, PyTorch, Bash, Numpy, Pandas, Sklearn, Tslearn*→Worked on a pipeline for mobile phone authentication by user's motion patterns with $82.2\% \pm 9\%$ accuracy - [paper](#).

- Collected, preprocessed and handled data from devices. Used ML and DL models for authentication, got 70% accuracy baseline

Software Engineer Intern / Software performance engineering team*Huawei***Aug 2020 — Oct 2020***C, Octave, Catch2*

→Worked on a framework for faster developing open-source 5G wireless library by developing a testing platform on C and Octave