Roman Ring — Curriculum Vitae

CONTACT INFORMATION		inoryy@gmail.com

EDUCATION	**M.S., Computer Science,** University of Tartu, Estonia	*September 2018—...*
	B.S., Mathematical Statistics, University of Tartu, Estonia	*September 2014—July 2018*
	Thesis: Replicating DeepMind StarCraft II RL Benchmark with Actor-Critic Methods	

EMPLOYMENT	**Research Engineer,** DeepMind, London, UK	*March 2020—...*
	Research Engineer Intern, DeepMind, London, UK	*June 2019—September 2019*
	Contributed to AlphaStar's league system development and launch on the Battle.net	
	Created proof-of-concept ML framework in JAX, showcased with CV and NLP models	
	Research Assistant, Comput. Neuroscience Research Group	*February 2018—February 2020*
	Assisted with research and engineering in the domain of deep reinforcement learning	
	Research Assistant, PerkinElmer	*June 2018—December 2018*
	Improved instance segmentation pipeline in fluorescent medical imaging	
	Senior Web Developer, KNP Labs	*September 2011—February 2015*
	Developed and supported complex web based applications (banking, education, retail)	
	Coached junior developers with hands-on workshops, pair programming sessions, PR reviews	
	Web Developer, Attitude OÜ	*September 2010—September 2011*
	Developed and supported web based applications	

SKILLS	*Expert in:* Python, PHP, JavaScript; Keras, Symfony, Doctrine, Angular; git
	Proficient in: C++, R, Java, HTML, CSS; Tensorflow, PyTorch, NumPy, SciPy; AWS
	Experience in: Bash, MATLAB, SAS, LaTeX; Caffe, Theano, OpenCV; vim

OPEN SOURCE	Symfony Web Framework, Doctrine ORM (contributor)
	TensorFlow, PySC2, SciPy, StatsModels (minor contributor)
	Reaver: SC2 DRL Agent, CSB AI Starter, Mailjet PHP API (creator)

TALKS	Reinforcement Learning (Guest Lecture, University of Tartu)	*December 2018*
	Deep Reinforcement Learning (DevClub, Tallinn)	*June 2018*
	Behavior Driven Development with Behat and Mink (DevClub, Tallinn)	*January 2013*

TEACHING	Neural Networks, TA (University of Tartu)	*Spring 2019*
	Deep Reinforcement Learning, TA (University of Tartu)	*Autumn 2018*

COMPETITIONS	Kaggle 2018 Data Science Bowl (277/3634, team)	*April 2018*
	Codingame AI Contest Coders of the Caribbean (28/3623)	*April 2017*
	Hackerrank University World Cup (22/4466, team)	*September 2015*
	IEEEXtreme 8.0 (208/1853, team)	*September 2014*

AWARDS	Estonian National Contest for University Students, B.S. programme, 2nd prize	*December 2018*
	DevClub Best Talk Award	*December 2018*
	Cybernetica AS Master's Fellowship	*October 2018*

RELEVANT COURSEWORK	Information Theory, Stochastic Processes, Matrix Calculus, Monte-Carlo Methods, Machine Learning, Neural Networks, Data Analysis I-II, Numerical Analysis, Mathematical Analysis I-III, Probability Theory & Statistics I-II, Algebra (Abstract & Linear)
	Online: Machine Learning (Stanford CS229), CNNs for Visual Recognition (Stanford CS231n), Deep Learning for NLP (Stanford CS224d), Intro to AI (Berkeley CS188), DRL Bootcamp (Berkeley), Reinforcement Learning (UCL), Deep Reinforcement Learning (Berkeley CS294)