



Bogoslavskyi Igor

**Nationality:**

*Ukrainian*

**Family:**

*single*

*no children*

**Phone:**

+49 (0152) 04471543

**Address:**

*Händelstrasse 20,  
79104, Freiburg im Br.  
Germany*

**On the Net:**

igor.bogoslavskyi@gmail.com

LinkedIn::Igor Bogoslavskyi

GitHub::niosus

Facebook::bogoslavskyi

G+::Igor Bogoslavskyi

# Igor Bogoslavskyi

## Computer Science Student

### About me

I am a young computer science specialist, particularly interested in Robotics, Machine Learning and Computer Vision fields of study.

I am fond of the idea of autonomous moving vehicles and look forward to having a chance of facing the problems that arise in this field.

*The best way to contact me would be just to send an e-mail.*

## Experience

**January 2012 - present, Assistant in AIS lab**

**Albert Ludwigs University of Freiburg, Germany**

- As an assistant in the Autonomous Intelligent Systems lab at Uni Freiburg, I dealt with Kinect RGBD sensors mounted onto various platforms as well as unmounted, with relation to RGBD object segmentation and traversability analysis.

**June 2012 - April 2013, Assistant in HRL lab**

**Albert Ludwigs University of Freiburg, Germany**

- As an assistant in the Humanoid Robots Lab at Uni Freiburg, I dealt with Kinect RGBD sensors mounted onto the NAO robot platform with relation to gesture analysis.

**November 2011 - April 2012, Tutor in Image Processing class**

**Albert Ludwigs University of Freiburg, Germany**

- As a tutor in the chair of Computer Vision and Image Processing at Uni Freiburg my tasks were to help my fellow students to accomplish the course programming assignments.
- Involved c++ programming with relation to blurring/de-blurring, optical flow and segmentation tasks.

**December 2010 - October 2011, Junior Software Developer Timecode LLC, Kyiv, Ukraine**

- worked as part of a team on a game for Android platform. Involved Java Android programming, OpenGL.
- worked as part of a team on an Online Content Store controlled via Kinect sensor. Mostly finding and fixing bugs. C#.

## Education

**2011 - present, Albert-Ludwigs-Universitt Freiburg**

MSc. Applied Computer Science

**2007 - 2011, Kyiv National Taras Shevchenko University**

BSc. Faculty of Cybernetics. Applied Math field.

Chair of Computational Methods

**2004 - 2007, Lyceum 145, Kyiv**

Higher basic education certificate, Mathematics, Physics.

# Projects

## from October 2012, ROVINA Project

- ROVINA - Robots for Exploration, Digital Preservation and Visualization of Archeological Sites.
- <http://www.rovina-project.eu/>
- Traversability analysis based on depth images from Kinect-like sensor.
- Funded by European Commission.
- The paper on the project is submitted to ECMR 2013 (European Conference on Mobile Robotics)

# Trainings and Courses

## CITEC Robotics Summer School

- Various presentations on robotics topic
- 5-day workshop on multi-sensoric data acquisition, focus on Kinect and eye-tracking cameras.
- <https://www.cit-ec.de/>

## AI Course (Online)

- A course by Sebastian Thrun and Peter Norvig on AI.

## AI for Robotics (Online)

- A course by Sebastian Thrun on Udacity.

## CUDA Programming (Online)

- Yet not finished course on Udacity.

# Languages

- English (IELTS 8.0)
- German (B2)
- Russian (Native)
- Ukrainian (Native)

# Skills

## Platforms and libraries

- |           |          |           |
|-----------|----------|-----------|
| ○ Windows | ○ OpenCV | ○ Android |
| ○ Linux   | ○ OpenNI | ○ PCL     |
| ○ ROS     | ○ OpenGL |           |

## Programming and markup languages

- |          |                 |         |
|----------|-----------------|---------|
| ○ C++    | ○ Matlab/Octave | ○ CMake |
| ○ Java   | ○ Xml           |         |
| ○ Python | ○ SQLite        |         |

## Fields of interest

- Mobile Robotics
- Image Processing
- Pattern Recognition
- Machine Learning
- Kinect
- Computer Vision
- Autonomous Navigation
- SLAM

## Hobbies

- Android-programming
- Photography
- Volleyball
- Playing guitar
- Rock music
- Skiing
- Biking
- New technology
- Learning new stuff

## References

References upon request.