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EDUCATION

SYNERGY UNIVERSITY
BACHELOR OF COMPUTER SCIENCE
2017-Present | GPA: 4.5/5

SAINT PETERSBURG ACADEMIC UNIVERSITY
BACHELOR OF COMPUTER SCIENCE
2015-2017 | GPA: 4.3/5

SKILLS

LANGUAGES
Over 10000 lines:
Python • C++ • Kotlin
Over 5000 lines:
Go • Java • LATEX
Over 1000 lines:
C • Haskell • JavaScript • Lua • SQL
Protocol Buffers
Familiar with many others

ALGORITHMS
Excellent theory knowledge. Implemented dozens of algorithms and data structures from basic (e.g. Dijkstra, Hash table) to advanced (e.g. Boruvka, Link/cut tree) ones.

MACHINE LEARNING
Solid theory knowledge and experience with Python tools.

ADDITIONAL
Linux • Version control • Vim • testing Google-fu • databases • cryptography design patterns • Jetbrains IDEs • math functional programming • refactoring

LINKS

Github:// **qumeric**
Codeforces:// **qumeric**
StackOverflow:// **qumeric**

FUN FACT

Created my first game being 11 years old :)

EXPERIENCE

GOOGLE | SOFTWARE ENGINEERING INTERN
April 2018 – September 2018 | London
Worked on shipped Gradle Sync in Android Studio.
- Reduced new project creation time **approximately tenfold** .
- Created better protobuf-based caching mechanisms.
- Worked on code-quality related issues.
- Created mechanisms for sharing Sync in VCS.
- Investigated and fixed Android Studio's offline repository.

GOOGLE | SITE RELIABILITY ENGINEERING INTERN
June 2017 – October 2017 | Zürich
Worked on provenance tracking for System Modeling and Actuation. Project contained two parts: research and implementation.
- Created abstract provenance model based on interactions in existing Google production stack from Piper to Borg.
- Received positive feedback from one of the top researches in the field.
- Implemented proof-of-concept log postprocessor (which aggregates provenance data from existing logs).
- Designed protobuf representation of provenance data and added sufficient provenance logging to three existing systems.
- Learned Go along the way :)

PRIVATE TUTOR October 2016 – Present
- Provided one-on-one instruction to students of different age and background.
- Topics: C++, Python, competitive programming, middle school math.

SELECTED PROJECTS

INSTABATTLE Android app with backend
A game/application where users strive to take the best photo in certain location from the map. Mostly worked on the backend in Flask, on topics such as:
- Databases (SQLAlchemy + PostgreSQL)
- Authentication and Authorization
- Rich RESTful API

CELL CLASSIFIER University research work
Designed and coded a classifier of cells under influence of a drug Paclitaxel using image segmentation techniques and recurrent neural network. Implemented blazingly fast learning on GPU (CUDA) and achieved 90% classification accuracy.

TSP SOLVER University algorithms project
Implemented seven different algorithms for Traveling Salesman Problem in C++ and provided quality/speed analysis. Also optimized hyperparameters using genetic algorithms.

AWARDS

2018	Top 4% active users	Codeforces
2015	3rd/262	Moscow Informatics Olympiad
2015	Prizewinner	Several programming competitions
2014	3rd/55 (teams)	Moscow CTF School