

# Valery Cherepanov

Curriculum Vitae

## PERSONAL DETAILS

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*Birth* May 19, 1997  
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## EDUCATION

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### Mathematics and Information Technology

2015-present

*Saint Petersburg Academic University of the Russian Academy of Sciences*

- Bachelor of Science in Applied Mathematics and Physics.
- Grade Point Average — 4.7 (out of 5).

## SKILLS

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**Languages** Python, C, C++, Java, Lua (in order of proficiency). 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 Borůvka, Link/cut tree) ones.

**Machine Learning** Solid theory knowledge. Worked with several Python libraries in this field (pandas, scikit-learn, matplotlib, theano, keras etc.).

**Other** Linux (power user), Git, Vim, math, LaTeX, Google-fu, databases, cryptography (basics).

## SELECTED PROJECTS

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- Designed and coded [a classifier of cells](#) under influence of a drug Paclitaxel using neural networks. Implemented blazingly fast learning on GPU (CUDA) and achieved 90% classification accuracy.
- Created and deployed [Instabattle](#) (WIP). Used Python (Flask), SQL, ORM, Bootstrap, Heroku.
- Implemented [six different algorithms](#) for Traveling Salesman Problem in C++ and provided quality/speed analysis. Also optimized hyperparameters using genetic algorithms.

## ACHIEVEMENTS

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- 3rd place at the Moscow Informatics Olympiad 2015 (out of 262 onsite participants).
- 3rd place at the Moscow CTF School 2014 (out of 55 teams).
- Prizewinner of several programming olympiads including the Russian Olympiad in Informatics.
- Created my first game (2D minigolf in ActionScript 3.0) being 11 years old :)