Valery Cherepanov
Curriculum Vitae

PERSONAL DETAILS

Birth	May 19, 1997
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EDUCATION

Bachelor of Computer Science   2015-present
Saint Petersburg Academic University of the Russian Academy of Sciences
　　　Grade Point Average: 4.7/5

SKILLS

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), design patterns, Jetbrains IDEs, testing, functional programming.

SELECTED PROJECTS

- 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 (including RESTful API). Technologies: Python (Flask, marshmallow, etc.), relational databases (Postgres, SQLAlchemy), Bootstrap, Heroku.

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

RELEVANT EXPERIENCE

Private C/C++ tutor   2016-present
　　　Provided one-on-one instruction to middle school students.

ACHIEVEMENTS

- 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 :)