Yahor Dziomin

About

I am a Master's student in Data Science and AI at TU Delft, excited about how machine and deep learning can help positively transform the world. My interests lie in the areas of Natural Language Processing, Computer Vision and Reinforcement Learning. I am eager to conduct research to extend the boundaries of what data-driven technologies can achieve, especially in solving real-world challenges.

Personal Information

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Location: **Delft, the Netherlands**

Skills

Core Technical Skills
ML Model Training/Fine-Tuning, Data Analysis, Data Visualization, Feature Engineering, Software Engineering, Software Testing, REST APIs, MLOps (CI/CD, Monitoring)

Programming Languages
Python, Java, C++, JavaScript, MATLAB

Libraries & Frameworks
PyTorch, OpenCV, NumPy, Scikit-learn, Pandas, Matplotlib

Technologies & Tools
Git, GitHub Actions, Docker, Jenkins, Google Cloud Platform, AWS, LaTeX, HTML & CSS, SQL, Jupyter Notebook, ONNX, HuggingFace

Spoken Languages
English (Professional), Dutch (Elementary), Russian (Native)

Education

MSc in Data Science and AI Technology **Sep 2024 – Jul 2026**
Delft University of Technology, the Netherlands

- Relevant Courses: 3D Visual Conputing, Research in Multimedia Computing, Computer Vision, Deep Reinforcement Learning, Release Engineering.

BSc in Data Science and AI **Sep 2021 – Jul 2024**
Maastricht University, the Netherlands

- Relevant Courses: Machine Learning, Linear Algebra, Cloud Computing, Robotics, Linear Programming, NLP.
- GPA: 8.85/10, Cum Laude.
- Thesis: Personalised Fluid Intake Predictions In Professional Cycling Using Machine Learning.
- Extracurricular: 2-year KE@Work DACS Honours Programme.

Experience

Data Science Intern → Developer Trainee **Sep 2022 – Current**
Visma Connect, Netherlands

- Build ML pipelines for physiological prediction (hydration, nutrition) using geospatial GPS, on-bike device and local weather data.
- Designed a novel, non-invasive, and practically deployable method for estimating cyclists' hydration levels, achieving performance comparable to lab-based approaches (**MAE of 0.41 ± 0.35 kg**).
- Developed an MLOps framework to automate data retrieval, model training, and deployment, enabling continuous retraining, real-time monitoring, improved model freshness, reducing engineering overhead, and resulting in a decrease of **MAE by 13%**.
- Designed a **97+%** accuracy algorithm to detect rider's participation in a race from geospatial data.
- Migrated between critical API providers, maintaining backwards compatibility and seamless transition.

Main Projects

Pedestrian Detection **Feb 2025 – Mar 2025**
Group project, Delft University of Technology Blog Repository
Fine-tuned pedestrian detection models on the EuroCity Persons dataset. Analyzed model behavior under varying occlusion and crowd density by visualizing their attention regions.

Crazy Golf **Feb 2022 – Jun 2022**
Group project, Maastricht University Video Repository
Developed a 3D golf simulator with AI bots, a terrain editing mode and a path-finding algorithm to make the bots navigate in difficult maze-like maps. I was responsible for several AI bots and custom terrain generation.

Amazon KDD Cup '23 [Task 3] **May 2023 – Jun 2023**
Group project, Maastricht University Repository
Worked on predicting the next item a user would add to their cart in Amazon customer sessions using NLP-inspired techniques. We applied embeddings (TF-IDF, Word2Vec) and transformers (from scratch, fine-tuned T5).

Moneyger **Nov 2022 – Aug 2023**
Individual project Preview Repository
Created a terminal app with a text-based GUI to keep track of personal expenses.