Yahor Dziomin

About

I am a Master's student in Data Science and AI at TU Delft, excited about applying machine and deep learning to solve real-world problems. My interests lie in the areas of Natural Language Processing (NLP), Computer Vision (CV) and Reinforcement Learning (RL). I am eager to learn, conduct research and push the boundaries of what AI/ML technologies can achieve.

Personal Information

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Location: **Delft, the Netherlands**

Skills

Core Technical Skills
ML Model Training and 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.