Steven Koniaev

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EDUCATION

McGill University   Montreal, QC
Bachelor of Science. Honours Computer Science   *Sept. 2021 – May 2025 (Expected)*
GPA 3.94/4.0

EXPERIENCE

Machine Learning Undergraduate Researcher   Jan 2024 – April 2024 & Sept 2024 - Present
Mila - Quebec Artificial Intelligence Institute
- Authoring an **NLP** paper to be submitted at **NAACL**, on anticipating Summarization system performance given several document factors.
- Developed novel approaches for training and applying large language models (**LLMs**) for predicting metrics in different applications.
- Coordinating the project alongside a Professor and a Post Doctorate for a timely completion of the project.

Base OS/Kernel Engineering Intern   May 2024 – August 2024
Ciena Corporation   *(4 months)*
- Developed various aspects of the deployment system for routing and switching products for the **Yocto Based OS**, working with scripts in **C++**, **Python**, and **Bash**.
- Improved **Jenkins** build pipeline by removing hardcoded elements and restructuring how releases work.
- Connected and used **Blackduck** to run security tests on different services and on **Docker** Containers.

Emerging Technologies Analyst   May 2023 – August 2023 & Sep 2023 - Dec 2024
Global Affairs Canada   *(8 months)*
- Developed use cases for the Hololens 2 for government applications using **Pytorch**, **Unity**, **Unreal**.
- Collaborated with clients, prototyping and helped adoption of IoT and Machine Learning systems with **Azure**.

Teaching Assistant   Jan. 2023 – April 2023
McGill University   *(4 months)*
- Worked with faculty members to grade midterms, assignments, assisting with managerial duties to run the course.
- Provided support and guidance to students by leading discussion sessions, holding office hours, and offering assistance on Computer Systems topics.

PROJECTS

Machine Learning Final Project(s) | *Python, NumPy, PyTorch*   July 2023 – Present
- Had several final group projects for each graduate machine learning course taken.
- Analyzed the performance of translating different languages relative to English. Used the performance to form a ranking for languages most similar to English.
- Implemented and compared different GAN and Diffusion Models for Image Generation.
- Developed and ran different DQN & Actor Critic methods on board games such as Connect4 and Chess.

Ubisoft Game Labs Competition | *Unity, C#, C++*   Sept. 2021 – Dec. 2021
- Collaborated with a team of McGill students to complete a game prototype in a semester, working alongside Ubisoft employees.
- The result was a two player, online multiplayer game built in Unity which incorporated multiplayer elements.
- Teams across Montreal came together, shared, and played each others games at the end of the semester.

RELEVANT / GRADUATE COURSE WORK

COMP 551: Applied Machine Learning, **COMP 550**: Natural Language Processing, **COMP 370**: Data Science, **COMP 579**: Reinforcement Learning, **COMP 579**: Computer Graphics, **COMP 535**: Computer Networks, **COMP 252**: Honours Algorithms and Data Structures, **COMP 362**: Honours Algorithm Design

TECHNICAL SKILLS

Languages: Python, C#, C, C++, OCaml, Java, Bash, R, SQL
Developer Tools: Git, AWS, Docker, Azure, Unity, Unreal Engine, Godot, Linux, Jupyter, Jenkins
Libraries: PyTorch, Pandas, NumPy