



KISELIOV ARTIOM

Software Engineer

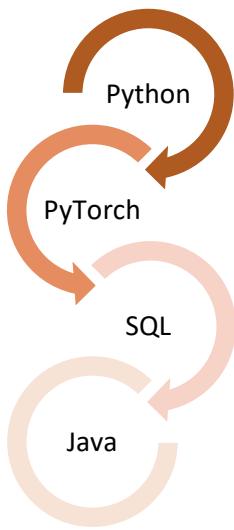
Summary

To secure a challenging position as a software engineer in a dynamic organization, utilizing my strong technical skills, problem-solving for creating innovative software solutions to contribute to the success of the company.

Contact

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Software



Languages

Russian: Native



English: Intermediate



Education

BSUIR

Sept. 2022 - June 2026

B.Sc. in Computer Science

- Application software specialty.
- GPA – 9.6.

Projects

DESKTOP DEVELOPER

April 2023 - May. 2023

Delphi

- Wrote a graph coursework related with navigation systems.
- Used Dijkstra's algorithm, breadth-first search, and depth-first search.

DESKTOP DEVELOPER

Sept. 2023 – Dec. 2023

Assembly (FASM)

- Operating System Simulator Game – Osense.
- https://github.com/Temerius/course_2

FULLSTACK + DEEP LEARNING

April. 2024 - June 2024

Python + Kotlin + Flutter

- **Objective:** Developed a software tool using neural networks and computer vision to analyze chessboard images, recognize piece positions, and automate input to a digital platform.

- **Key Responsibilities:**

- Collected and prepared a dataset of chessboard images.
- Trained a neural network YOLOv8 for accurate piece recognition.
- Created an algorithm to transfer recognized positions to a digital format.
- Conducted testing and evaluation to ensure software accuracy.

• https://github.com/Temerius/Microservice_chess_analyzer

Qualities

- Flexible
- Self-motivated
- Teamwork

Interests

- Dungeon&Dragons
- Swimming
- Sport mafia