

# Ruslan Sakevych

SOFTWARE ENGINEERING INTERN · TWITTER

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## Education

### Taras Shevchenko National University of Kyiv

B.S. IN COMPUTER SCIENCE

Kyiv, Ukraine

Sep 2014 - Jun 2018(expected)

- **Top 1** in university rating based on academic achievements.
- Grade average **GPA 4.96**(out of 5.0)

## Employment

### Microsoft Corp.

SOFTWARE ENGINEER INTERN IN DEVELOPER DIVISION

Redmond, WA

Jul 2017 - Oct 2017

- Working on advanced telemetry data processing pipeline.
- Implementing threshold-based alerting for services.
- TypeScript; C#; React; ASP.NET; Application Insights Analytics; Visual Studio Team Services; Office Fabric

### Google Inc.

SOFTWARE ENGINEERING INTERN IN DEVELOPER INFRASTRUCTURE

Mountain View, CA

Apr 2017 - Jul 2017

- Performed ML feature engineering to create more complicated and robust models.
- Trained model for build/test run-time prediction.
- Investigated issues in complex build system at the Google scale.
- Created tools for ML model debugging and batching service efficiency evaluation.
- Java; Go; Python; Machine Learning; SQL; MapReduce; NumPy; matplotlib; Closure Templates

### Google Inc.

SOFTWARE ENGINEERING INTERN IN DEVELOPER INFRASTRUCTURE

Mountain View, CA

May 2016 - Aug 2016

- Designed service that rearranges targets inside builds to reduce overall resources usage.
- Performed evaluation of different batching strategies, based on memory and time optimization.
- Developed ML models to predict build memory usage and avoid out of memory errors.
- Java; Go; Python; Machine Learning; SQL; Google Cloud Platform; Guice; gRPC; Protocol Buffers

## Projects

### Resolution Theorem Proving

BASED ON SEQUENTIAL METHOD

2 month

2 engineers

- Service to make resolution proofs using classic first-order logic. Generates counterexample if one exists.
- Java; Javascript; Spring Boot; D3.js; MathJax; RESTfull

### Smart Pacmans

NEURAL NETWORK EVOLUTION

2 month

1 engineer

- Alternative method to train neural network using genetic algorithms.
- Watch how neural networks evolve in the environment with basic laws of nature(selection, mutation, crossing).
- Based on own low-level library for neural network manipulation.
- C#; C++; XNA Game Studio

## Additional experience

### AWARDS

- 2017 **9<sup>th</sup> place out of 116**, ACM ICPC Quarterfinals(NEERC)
- 2016 **15<sup>th</sup> place out of 97**, ACM ICPC Quarterfinals(NEERC)
- 2014 **2<sup>nd</sup> place out of 197**, Crypto Cup 1.0 on Codeforces
- 2012/14 **Bronze medal**, All Ukrainian School Olympiad in Informatics(UOI)

Kyiv, Ukraine

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online