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Education

Taras Shevchenko National University of Kyiv

Kyiv, Ukraine

Sep 2014 - Jun 2018(expected)

B.S. IN COMPUTER SCIENCE

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

Employment _____

Microsoft Corp. Redmond, WA

SOFTWARE ENGINEER INTERN IN DEVELOPER DIVISION

Jul 2017 - Oct 2017

- Worked on advanced monitoring and alerting system.
- Publishing composed metrics based on the telemetry data processing pipeline.
- TypeScript; C#, React; ASP.NET; Azure Log Analytics; Visual Studio Team Services; Office Fabric

Google Inc. Mountain View, CA

- Apr 2017 Jul 2017 SOFTWARE ENGINEERING INTERN IN DEVELOPER INFRASTRUCTURE
- 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.

• Performed ML feature engineering to create more complicated and robust models.

• Java; Go; Python; Machine Learning; SQL; MapReduce; NumPy; matplotlib; Closure Templates

Google Inc. Mountain View, CA

SOFTWARE ENGINEERING INTERN IN DEVELOPER INFRASTRUCTURE

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 2 month

BASED ON SEQUENTIAL METHOD

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 2 month

NEURAL NETWORK EVOLUTION

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

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

NOVEMBER 8, 2017 RUSLAN SAKEVYCH · RÉSUMÉ