Ruslan **Sakevych**

SOFTWARE ENGINEERING INTERN · FACEBOOK

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Education

Taras Shevchenko National University of Kyiv   *Kyiv, Ukraine*

B.S. IN COMPUTER SCIENCE   *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.   *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*

SOFTWARE ENGINEERING INTERN IN DEVELOPER INFRASTRUCTURE   *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.   *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

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