Victor Prokhorov

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PROFILE

I am a second year PhD student in Natural Language Processing at the University of Cambridge.

EDUCATION

(PhD) Computation, Cognition and Language (2017-2020) :
University of Cambridge (Language Technology Lab)

(MPhil) Advanced Computer Science (2016-2017) :
University of Cambridge (The Computer Laboratory) - Grade: Distinction

(BEng) Computer Science and Electronics (2013-2016):
University of Bristol - Grade: First Class (Hons)

SKILLS

Programming Languages: Python, (Tensorflow + Keras), LaTeX
Languages: English, Russian(Native Speaker)

PUBLICA-TIONS

- **Victor Prokhorov**, Mohammad Taher Pilehvar, Nigel Collier (2019): *Generating Knowledge Graph Paths from Textual Definitions using Sequence-to-Sequence Models*, has been accepted to NAACL 2019

- **Victor Prokhorov**, Mohammad Taher Pilehvar, Dimitri Kartsaklis, Pietro Lio, Nigel Collier (2019): *Unseen Word Representation by Aligning Heterogeneous Lexical Semantic Spaces*, has been accepted to AAAI 2019

- Mohammad Taher Pilehvar, Dimitri Kartsaklis, **Victor Prokhorov**, Nigel Collier (2018): *Card-660: Cambridge Rare Word Dataset - a Reliable Benchmark for Infrequent Word Representation Models*, Empirical Methods in Natural Language Processing (EMNLP).

- Rui Fan, **Victor Prokhorov**, Naim Dahnoun (2016): *Faster-Than-Real-Time linear lane detection implementation using SoC DSP TMS320C6678*, IEEE International Conference on Imaging Systems and Techniques (IST)

PROJECTS

- **Unseen Word Representations using Vector Space Alignment** (MPhil Dissertation): In this work I put forward a technique that exploits the knowledge encoded in lexical resources to enhance the coverage of a pre-trained word embeddings vocabulary for rare and unseen words. The approach adapts graph embedding techniques as well as cross-lingual vector space transformation algorithms in order to merge lexical knowledge encoded in ontologies with that derived from corpus statistics. (*Programming language: Python*)

- **Faster-Than-Real-Time linear lane detection implementation using SoC DSP TMS320C6678** (BEng Dissertation): This work mainly focuses on an optimised implementation of the linear lane detection system based on multiple image

pre-processing methods and an efficient Hough transform. The algorithm was implemented on the TMS320C6678 System on Chip Digital Signal Processor. (*Programming language: C, OpenMP*)

- **2D Platformer on Unity Game Engine** (Summer Project): My role was to design an architecture of the game. (*Programming language: C#*)