Vladimir Kataev

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www.linkedin.com/in/vladimir-kataev | www.github.com/VladimirKataev

Education:

B.S. Data Science **University of California, Riverside (UCR)** **June 2024**

- **GPA**: 3.5
- **Major GPA:** 3.7
- **Relevant Coursework:** Software Construction, Statistics for Data Science, Machine Learning and Data Mining, Data Analysis, Computer Vision, Database systems
- **Awards:** Dean's List (3 times)

A.S. Computer Science **De Anza College** **December 2021**

- **Relevant Coursework:** C++, x86 Assembly, Data Structures, Algorithms,
- **Awards:** Dean's List (2 times)

Technical Skills:

Programming Languages: C++, Python, LISP, Java, LISP, R, x86 Assembly, SQL
Programming Tools: Git, Github, Flask, R markdown, vscode, SSH, Jupyter Notebooks, Docker
Statistical Libraries: Tensorflow, PyTorch, Sci-Kit learn, ggplot, Pandas, numpy, matplotlib
Data Science: Data Analysis, Machine Learning, Computer Vision, Data Mining, Data Visualisation, PostgreSQL
Mathematics and Statistics: Design of Experiments, Mathematical Statistics, Multilinear regression

Internship Experience:

Software internship **Quantum Ventura, Online** **Summer 2023**

- Implemented Statistical software using Python for viewing model accuracy and bias-variance trade offs
- Collaborated with peers to help design and evaluate statistical models
- Drafted research documents for potential future projects
- Helped with statistical dashboard implementations
- Analyzed problems with various model training strategies.

Projects:

Tic-Tac-Triple - Web based 3-dimensional tic-tac-toe | www.github.com/VladimirKataev/TicTacTriple

- Wrote the front-end with HTML and Javascript
- Implemented the back-end using Python and Flask
- Optimized the performance with bitwise masking operations to enable more efficient storage
- Tested performance over a network with multiple browsers.

Reversi AI- An artificial intelligence bot to play reversi | www.github.com/VladimirKataev/VLADS_GAME

- Increased performance using C++ multithreading to achieve sub 1-second response times
- Utilized alpha-beta pruning algorithms to beat skilled human opponents
- Self-taught C++ data structures and AI algorithms to write better code
- Wrote C++ preprocessor directives for tuning search depth and time
- Validated memory usage using GDB and Valgrind

Leadership Experience

Summer Camp Teacher I.D. Tech, online Summer 2021

- Taught groups of 4 students beginner level Python and C++
- Communicated difficult concepts with multiple approaches to better suit individuals