

Vladimir Kataev

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Motivated Data Science Graduate, looking for Entry-Level position in a tech environment.

Education:

B.S. Data Science	University of California, Riverside (UCR)	June 2024
<ul style="list-style-type: none">• GPA: 3.66• Major GPA: 3.81• Relevant Coursework: Software Construction, Statistics for Data Science, Machine Learning and Data Mining, Data Analysis, Computer Vision, Database systems• Awards: Chancellor's List, Dean's List (5 times)		
A.S. Computer Science	De Anza College	December 2021
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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.		

Leadership Experience

Summer Camp Teacher	I.D. Tech, online	Summer 2021
<ul style="list-style-type: none">• Taught groups of 4 students beginner level Python and C++• Communicated difficult concepts with multiple approaches to better suit individuals		

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