PERSONAL INFORMATION

Full name:	Svetlana Golubeva
Citizenship:	Russian Federation
Birth date:	31-10-1989
E-mail:	attilax.lab@gmail.com
Links:	Linkedin, github, HackerRank

EDUCATION

M.S. in Data Engineering 2017
Politecnico di Milano, Milan, Italy
Dipartimento di Elettronica, Informazione e Bioingegneria

M.S. in Software Engineering July 2015
B.S. in Information Technologies July 2013
Moscow State Institute of Radio Engineering, Electronics and Automation, Moscow, Russia
Department of Informational Technologies, Chair of Mathematical Support and Standardization of Information Technologies

Add. Professional activity area interpreter (IT) July 2013
Moscow State Institute of Radio Engineering, Electronics and Automation, Moscow, Russia
Foreign Languages College

PROFESSIONAL EXPERIENCE

2016 — R&D engineer (MIREA) (remote)
Development of the model of department's educational and administrative portal.

- requirements analysis
- formalization administrative of structure of the department
- knowledge management
- building of functional model of the portal
- building of conceptual model of the portal
- project management
- selection of implementation tools
- implementation supervision
- development of search engine

2013–2016 — technical consultant (MIREA) (remote)
Development of the proposal to transfer of the department's infrastructure to open source software.

- selection and comparison of open source analogs for software used in educational process
- selection and preparation of Linux distribution to install
- optimization of network infrastructure
- solution of complex tasks

2011–2013 — System administrator (MIREA)

- network administration
- PC administration
- paperwork for educational department
- assistance for professors

OTHER PROJECTS

Finished:

2015 — Beer & Fish
Goal: to optimize trading expenses and build prediction model of types of beer to sold.
Results:

- increased sales and level of customer satisfaction
- decreased expences

2015 — LoDe
Goal: to find out if there is a hidden or suspicious activity based on given "blind" financial reports.
Results:

- "blindness" of data makes analysis harder
- global market trends were discovered

2012 — SEPP
Goal: to predict stock exchange prices and build optimal trading strategy for given assets.
Results:

- strategy was successful for 9 of 10 companies

- total revenue growth for trader exceeds the expected rate by 10%

2011 — RetroDom
Goal: to build 3d models and virtual tours of houses based on engineering drawings.
Results:

- increased rate of sales
- company growth

Current:
cfft
Goal: to implement cross-platform and independent from third-party libraries fast-fourier transform (forward and backward). (Part of further refopt project)
Steps to do:

- examine the theoretical base
- develop and implement program's architecture
- code optimization and refactoring
- write documentation
- form the release
- further project's support

Upcoming:
refopt
Goal: to transfer existing scientific code from SciLab to C, with improvement of performance, scalability and independense from third-party libraries.

Beer & Fish II
Goal: to find better location for a new shop based on economic, social and urbanistic aspects of given area.

WaterStat
Goal: to find out if there are significant patterns in the consumption of water resources and propose ways to increase effectiveness of management of the resourses and decrease the environmental affects.

TECHNICAL SKILLS

- Operating systems: Linux (Debian – Slackware) / Windows (XP – 7)
- Programming languages (basics): LaTeX/ R / Octave / C++ / Python / Java

- VCS: Git

KEY INTERESTS

- Machine learning / Statistical Analysis
- Information retrieval / Data mining
- Digital image analysis
- Computer graphics

ADDITIONAL INFORMATION

Languages:

- Russian (native)
- English (upper-intermediate)
- Italian (pre-intermediate)