

PERSONAL INFORMATION

Full name:	Svetlana Golubeva
Citizenship:	Russian Federation
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Links:	github, HackerRank

EDUCATION

2013 – 2019 — M.S. in Data Engineering
Politecnico di Milano, Milan, Italy
Dipartimento di Elettronica, Informazione e Bioingegneria

2013 – 2015 — M.S. in Software Engineering
2009 – 2013 — B.S. in Information Technologies
Moscow State Institute of Radio Engineering, Electronics and Automation, Moscow, Russia
Department of Informational Technologies, Chair of Mathematical Support and Standardization of Information Technologies

2011 – 2013 — Professional activity area interpreter
Moscow State Institute of Radio Engineering, Electronics and Automation, Moscow, Russia
Foreign Languages College

PROFESSIONAL EXPERIENCE

2016 – nowadays — *OMC²* design studios (A' Design Award) (full time freelance)

2015 – 2018 — R&D engineer (MIREA) (remote)
Development of the model of department's educational and administrative portal.

- requirements analysis
- formalization of administrative 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

2011 – 2013 — 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) (part time)

- network administration

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

PROJECTS

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

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 resources and decrease the environmental affects.

TECHNICAL SKILLS

- Operating systems: Linux (Debian, Slackware, LFS) / Windows (XP, 7, 10)
- Programming languages: L^AT_EX/ R / Octave / Python / C++
- VCS: Git

KEY INTERESTS

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

ADDITIONAL INFORMATION

- Languages: Russian (native), English (pre-advanced), Italian (intermediate)
- Hobbies: Hiking, Photography, Writing, Knitting, Sewing