Konstantin **Burlachenko**

Ph.D. student in CS program, CEMSE division at KAUST

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During my career I created Systems for Machine Learning, AI, Computer Graphics, Computer Vision, Computational Physics. I did it for HUAWEI, NVIDIA, YANDEX products via full exploiting hardware via DSL languages and using contemporary areas of Applied Math and Computer Science.

Education

2020-Now	Ph.D. program in CS Program at King Abdullah University of Science and Technology under supervision of prof. P.Richtarik. *Awards :* Dean's Award 2019, KAUST
2016-2019	Graduate Non-Degree Program. Leland Stanford Jr. University, Stanford, USA. Transcript : Link
JUNE 2018	Leland Stanford Jr. University, Stanford, USA. Data, Models and Optimization Graduate Certificate : Link
JUNE 2019	Leland Stanford Jr. University, Stanford, USA. Artificial Intelligence Graduate Certificate : Link
2003-2009	Master Degree in Computer Science. Bauman Moscow State Technical University, Russia. Transcript evalutated by **https://wes.org** : Link

Presentations

FEB-2020	OpenTalks.AI, Moscow. Huawei technologies for AI developers. **https://www.huawei.com/ru/news/ru/2020/huawei_ai_development_in_russia**
JULY-2019	Teach own developed one month Deep Learning Course with Dmitriy Kamzolov. Russia, Sochi, Srius
DEC-2018	Guest Lectures in MIPT, Moscow. Subtle things around decision trees. ▶ **https://github.com/burlachenkok/presentations_bruziuz/tree/master** ▶ **https://www.youtube.com/watch?v=r4ZTy90233w** ▶ **https://www.youtube.com/watch?v=evkzN6AZTnc**
APR-2016	GTC 2016, San Hose. **http://www.gputechconf.com/**. Presenter in Driveworks NVIDIA Booth
AUG-2012	SIGGRAPH 2012, LosAngeles. ACM Siggraph **http://s2012.siggraph.org**. Presenter in CentiLeo Booth.

Competences

General Programming Languages	C89/C99, C++14/11/03, C#, Python, Cython, Bash, Perl, x86/x386/ARM, Java
DSL Programming Languages	Gl Shader Language, TVM, Google Protobuf, CUDA, OpenCL, Matlab
Frameworks	Qt, CUDA, TensorFlow, WinApi, Posix, OpenGL, OpenCL, PhysX
Libraries	Numpy, CUDA, TensorFlow, cvxpy, cuda toolkit
Operating Systems	Windows, Linux based, Orbis, XBox, Windows CE, Android, NDA OS-es
Development Environments	QtCreator, Visual Studio, Eclipse, WinDbg, Android Studio, TexStudio, Nsight
Development Tools	SysInternals, AqTime, Cmake, GNU Toolchain, CppCheck,Valgrind,Git
Markup and Type Languages	Latex, HTML, XML
Areas of interest	Stochastic Distributed Math Optimization, Computer Science, Machine Learning, AI, Computer Vision, System Programming, GPU Programming, Distributed Systems, Convex Optimization, Numerical Optimization
Examples of own Projects	Provided under request. I have personal projects from 100 lines to 80K lines.
Recomendations from co-workers on recent projects	Can be Provided under request

Professional Experience

August 2020 – March 2019 | **Principal Lead Engineer | Foundation AI Lab, HUAWEI, Moscow**

- R&D in internal ML/DL middleware for HUAWEI HiSilicon
- R&D in internal projects in ML/DL middleware for HUAWEI Consumer Business Group
- Preseting HiSilicon solutions in Russian AI Conferences

Windows | Linux | Android | Modern Math Optimization | AI | Machine Learning | Logic | Computer Science | WC++ | Python | TVM | Java | Google Protobuf | GitLab | CMake | Qt | Git | TensorFlow | Deep Learning

March 2019 – July 2014 | **Senior Developer Technology Engineer, NVIDIA, Moscow**

- Contribute into Driveworks SDK - computer vision, machine learning
- Contribute into PhysX/Apex SDK - physics simulation, graphical special effects development
- Contribute into cuDNN/cuBLAS libraries - GPU computation, machine learning.
- Contribute into RAPIDS project - GPU based Machine Learning Framework

CUDA | GLSL | C++ | SSE2/ARM NEON | Linux | Windows | PS4 | XBox | OpenGL | Google Tests | GitLab | Perl | Python | CMake | Make | Qt | Git | TensorFlow | Computer Vision | Graphics | Deep Learning | CppCheck

July 2014 – May 2013 | **Senior Developer Engineer | Yandex Video Team, YANDEX, Moscow**

- Text and statistical machine learning features for video search `http://video.yandex.ru`
- Infrastructure to store static aspects web document with embedded video
- Statistical analysis in several billions web documents with embedded video in MapReduce
- Infrastructure to show plots for internal team's processes

C++ | Google Protobuf | JavaScript | Bash | Python | Computer Science | HTML | SVN | MapReduce | Decision Trees | Linux | FreeBsd | HTTP | Review Board

April 2013 – March 2012 | **Lead Physics Engine Developer, FITTING REALITY, Moscow**

CEO Inga Nakhmanson can prove that I brought big value for the project and company. I have left due to that stopped financial support of a startup company.

- Develop library for clothing simulation started with CUDA
- Migrate cloth simulation library to OpenCL
- Adapt to use this library for Ogre.
- Implement custom render engine good enough for clothing visualization `https://yadi.sk/d/ytygxSIYP62Tr`
- Carry internal math, programming trainings to fastly adapt into project people with different background CS/MATH/Physics

C++ | OpenGL | GLSL | Ogre | Qt | Linux | Windows | QMake | CUDA | OpenCL | Physics | Computer Graphics | Amd gDebugger | Nvidia Nsight | JIRA

March 2012 – September 2010 | **Software Developer Engineer, ACRONIS, Moscow**

Acronis invited B.Stroustroup author of C++ to give an advanced series of lectures about C++ which gave me additional great knowledge on the subject.

- Low-level debugging in a big codebase
- Key member of GUI team for Acronis Backup and Recovery 2011 Enterprise

C++ | C | Windows | WinDbg | VmWare | Specialized GUI library | SVN | SysInternals Suite | AppVerifer | CppCheck

September 2010 – March 2009 | **Senior Software Developer Engineer, CAPITAL RESEARCH, Moscow**

Left company due to that financial support of startup have starts be problematical. CEO Kirill Garanzha can prove that I was up to last moments.

- Developed Firefox plugin to create the three-dimensional HTML view for basics HTML elements

Firefox | C++ | Windows | HTML | CSS | Windows | OpenGL | GLSL

June 2009 – December 2006 | **C++ Programming Engineer, FLINT AND CO, Moscow**

- Created several computer games, write drivers to custom equipment, implement computer vision and computer graphics part
- Trips to customers

C++ | SDL | Linux | Windows | Development Image Library | Low level programming | Computer Vision | OpenGL | SVN

November 2006 – March 2006 | **C++ Programming Engineer, ASTRASOFT TECHNOLOGY, Moscow**

Left company due no interconnection with my courses in 2006

- Developed visual elements of management system based on Qt and OpenGL

C++ | Qt | Windows | OpenGL | SVN

References

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