# **BURAKOV ROMAN**

## Machine Learning Engineer, NaUKMA (2019-2023)

@ buracov.r@gmail.com

+380 97 506-81-95

**◊** Kyiv, Ukraine

Anvilondre

## **EXPERIENCE**

### Machine Learning Engineer

### Camai, Miniso (contract)

₩ January 2021 - Present

♥ Kyiv, Ukraine

- Developed visualization and evaluation tools that lead to better understanding of model's error
- Engineered and implemented several features which lead to 15% increase in model's performance

#### Contributed to ML Lab

### Fido.ai, NaUKMA

Movember 2020 - Present 
Viv, Ukraine
November 2020 - Present 
November 2

- Implemented LSTM model for ethnicity classification
- Translated SQuAD dataset for Ukrainian BERT training
- Made Linear Regression tutorial for newbees

### Math & Computer Science tutor

## Self-employed

m July 2020 - August 2020

Mariupol, Ukraine

Worked as a private teacher on summer holidays

• 100% positive feedback rate

# SKILLS

- Programming languages: Python (confident), Java, C++ and Haskell (beginner)
- Frameworks: PyTorch (prefferred), Keras, Dask
- Libraries: scientific Python kit (numpy, pandas, matplotlib, etc.)
- Tools: Git, Linux, Jupyter&Colab, Streamlit, MLFlow
- Languages: English (Advanced), Russian and Ukrainian (native)

# COURSES

### Deeplearning.ai

#### Coursera

September 2020 - October 2020

- Neural Networks and Deep Learning
- Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization
- Structuring Machine Learning Projects
- Natural Language Processing with Classification and Vector **Spaces**

#### Atlassian

#### Coursera

₩ June 2020

· Version Control with Git

# **EDUCATION**

National University of "Kyiv-Mohyla Academy"

#### Computer Science, BSc

**September 2019 - July 2023** 

- Cumulative GPA 4.5/5
- GPA of 4.75/5 in math related disciplines

## **PROJECTS**

### OpenCV demos

August 2020

Several OpenCV based pet-projects, including telegram bet that detects faces on picture and replaces them with a pre-made face mask

# Pac-Man inspired game

### 444 studios

# June 2020

Was responsible for complete Ghost-Al part of the game, data structures and some of the game logic

#### Siamese neural network

聞 January 2019

Word2Vec inspired project. The idea is to adapt NLP methods to music processing and to find piano chords that sound best suited together. Released a scientific paper on the topic

# **EXTRA-CURRICULAR**

### Ukrainian Junior Science Academy

₩ March 2019

1st place in region

## Published scientific paper

Ctober 2018

"Machine learning of distributive semantics of musical chords in classical piano pieces"

## Participated in several conferences on computer science

Movember 2018 - January 2019