

Daniil Likhobaba

denaxen.ru | [LinkedIn](#) | [GitHub](#)

Moscow, Russia
Email: daniil@likhobaba.ru

EDUCATION

Moscow Institute of Physics and Technology

Bachelor's in Applied Math and Physics, GPA: 4.65/5.0

Abramov foundation scholarship 4 times in a row (top 5 % out of 200 students)

Moscow, Russia

Sep 2019 – Jul 2023

SKILLS

Python : Pytoch, Airflow, Numpy, Scipy, Pandas
C++ : STL
Math : Probability Theory, Algorithms, Statistics, Machine Learning
Other : SQL, Git
Languages : English C1 (IELTS 7.5)

EXPERIENCE

Researcher

Toloka

Oct 2022 – Present

- I was one of [Toloka Visual Question Answering Challenge](#) organisers at **WSDM'23 Cup** ([paper](#))
- Conducted 10+ **technical interviews** on algorithms and mathematics
- Maintenaned of Toloka [course](#) for Crowd Solution Architects
- Prepared and published [graph dataset](#) of interactions between crowd annotators
- Implemented Toloka aggregation operations **back-end** using **Airflow**

Junior Researcher

Toloka

Oct 2021 – Oct 2022

- I have conducted experiments to find an optimal [automative control task labeling](#) approach in Toloka
- Provided technical assistance for **researching bilateral markets in crowdsourcing** with HSE, Russia
- Made and presented [paper](#) on image clustering with crowdsourcing at **HCOMP'22** and **ECIR'23**
- Took part in collecting [dataset](#) and ML-baseline preparation for [Visual Question Answering challenge](#) at **WSDM'23**
- I was one of **Toloka representatives** at **HCOMP'21** Graduate Consortium

Research Intern

Toloka

Jun 2021 – Oct 2021

- Developed system for **image clustering with crowdsourcing**
- Implemented and maintained processes for product quality metrics
- Assisted with research on user behavior in crowdsourcing in collaboration with **the University of Oulu, Finland**

PROJECTS

Medical Ultrasound modeling

Modeling the propagation of ultrasonic waves with an obstacle

Python, C++

[Source Code](#)

My website-resume

Site with my bio and CV

HTML, CSS

[Source Code](#)

Platformer game

Pet project on C++

C++: STL, SFML

[Source Code](#)