ANDREY SOBOLEVSKY

Software Engineer Student

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MY LIFE PHILOSOPHY

"a healthy mind in a healthy body."

PROJECTS

Development of an AI model that generates graphical user interfaces

Polymtl

📅 January 2022 - Now

This research project is part of my Master degree in Ecole Polytechnique de Montreal. There are many applications that are released every day and there are as much designs that must be done to have a user-friendly and beautiful graphical user interface (GUI). To bring AI in this demanding field, my project aims to generate an original and in line with the trend GUI from specifications about what components a user wants in it design.

Pump it Up: Data Mining the Water Table

ULB

📅 May 2021

As part of the course on Statistical foundations of machine learning, we were asked to participate to an online challenge hosted by Driven Data. We tried different models and different strategies and reached an efficiency of 81.02%. Here is the link to the challenge: `www.drivendata.org/competitions/7/pump-it-up-data-mining-the-water-table/`

other most interesting projects

- The Demiurge (Swarm research project at ULB)
- Projects in robotic (Autonomous car, Warehouse robot)
- Protein sequence alignment using the Smith-Waterman algorithm with C++
- 2D video games (using Java, Unity)
- Build the library TikZOverflow for Latex using java
- Program that allows to watch quantum "particles" tunnel through barriers using Python
- Fullstack websites (e.g.:remake of Instagram, a training tracker, ecommerce: `https://ecommerce-tau-nine.vercel.app/`)
- Coding competition (Google kick start, Google hashcode)
- Cup tracking AI (using Yolov4 + deepsort)
- Analysing latent space of DCGAN and VAE
- NLP tasks with transformers using PyTorch (translation, NER, sentimental classification)

EXPERIENCE

Computer teacher in a school for children between 7 and 18 years

Logiscool

📅 August 2020 - August 2021 📍 Waterloo

Teaching assistant for Multimedia technologies class

Ecole polytechnique de Montréal

📅 August 2022 - Now 📍 Montréal

STRENGTHS

Hard-working   collective   curious

C++   C   Java   Python   R   HTML/CSS
ReactJS/NextJS   Latex   Bash   Github/Gitlab
Unity/CS   PyTorch/Tensorflow   scikit-learn
matplotlib   pandas   numpy

LANGUAGES

English   ●●●●○

French   ●●●●●

Russian   ●●●●●

EDUCATION

Bachelor in Engineering Sciences (succeeded with distinction)

Free university of Brussels

📅 Sept 2017 – June 2020

Master of science in Computer Science and Engineering

Free university of Brussels

📅 Sept 2020 – June 2021

Double diploma Master in Computer Science and Engineering

Ecole polytechnique de Montreal

📅 Sept 2021 – august 2023