Eduard Netsajev

Software Engineer

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EDUCATION

Tallinn University of Technology

Bachelor of Science in Engineering

Major: Computer Science GPA: **4.82**/5.00, cum laude

Tallinn, Estonia

June 2016

WORK EXPERIENCE

Jane Street Capital

London, UK | New York City, US

Software Developer Intern

March 2017 - May 2017

- o Improved by more than 120% business-critical real-time trades monitoring application's performance speed
- o Designed and implemented web-framework in **OCaml** for fast, easy, and type-safe web forms development

Nortal Tallinn, Estonia

Software Developer

June 2015 - May 2016

- Key responsibilities included software design and full-stack feature-driven implementation using Java, JavaScript,
 SQL and more in numerous projects varying from corporate platforms to government online service portals
- Developed XBLR taxonomy documents error-detection and correction algorithm

SKILLS

- o Professional Experience: Java, OCaml, JavaScript, SQL, Bash, Spring Framework, AngularJS, HTML/CSS
- o Academic Exposure: Python, Kotlin, Android Framework, C++, PHP, Prolog, C, MATLAB, Go

PROJECTS

Motor Insurance Clients Risk Level Evaluation using Artificial Neural Networks and Deep Learning

- Developed a risk level evaluation system for a large motor insurance company using Machine Learning methods in a framework of R&D project LEP15111 as part of a bachelor's thesis
- o Solution selected for production implementation over 3 alternatives developed by a team of PhDs
- o Achieved much better accident probability accuracy compared to the previously used system
- o Main technologies used include Python, Keras, Theano, NumPy, Matplotlib

Gomoku game AI

- o Participated in annually held competition for students of the Java Programming course (final project)
- o Confident win over all other students' algorithms and previous champions, still undefeated
- o Conducted extensive research and designed an original variation of the Threat-Space-Search algorithm

Live Twitch Clips

- o Kotlin application that archives Twitch clips and their chat logs by rendering them as parts of a single video
- o Clips are acquired by monitoring most promising clips posted on Reddit; rendered videos are uploaded to YouTube/Streamable/Reddit (using reverse-engineered Reddit video upload API)
- o In the process became the top contributor to the Java Reddit API Wrapper (JRAW) project after the library creator
- o More than **1.6 million** views accumulated on YouTube and Streamable after 180 days with 13,000+ clips processed and uploaded, providing a viewing experience far superior to the clips' original platform (Twitch)

ACHIEVEMENTS AND EXTRACURRICULARS

- o ACM International Collegiate Programming Contest (Fall 2014, Fall 2015)
- o IEEEXtreme 24-Hour Programming Competition (Fall 2014)
- Google Hash Code Programming Competition (Winter 2016)
- Since finishing my internship at Jane Street Capital in May 2017 I have been busy with personal and career development: exploring new hobbies, working on long-planned projects, participating in competitive programming contests, contributing to Open Source Software, and traveling around Europe (20+ countries)