

IVAN FRIDMAN

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Github : <https://github.com/fiv2001>

Codeforces : https://codeforces.com/profile/PO3OBAR_Bblnb

EDUCATION

National Research University Higher School of Economics *2019 - 2023*
Pursuing bachelor's degree in Applied Mathematics and Informatics.

Advanced Educational Scientific Center of Moscow State University *2017 - 2019*
Specialization in informatics

ACHIEVEMENTS

- All-Russian olympiad 2019 medalist
- Google Code Jam Round 3 2020 participant
- All-Siberian olympiad 2019 winner
- VK Cup 2020 semifinals participant

PROJECTS

DeepFake (HSE second course project)

Adapted CycleGAN algorithm for human face replacement in video. Implemented methods like multiple cycles and extra dropouts for quality improvement on custom dataset.

Link : <https://github.com/DanWallgun/deepfake-project>

Chess Engine

Developed a chess engine in C++. Implemented techniques: alpha-beta pruning, piece-square tables, UCI protocol communication.

Link : https://github.com/fiv2001/chess_bot

Hash Map

Created a hash map implementation in C++ with a separate chaining method.

Link : https://github.com/fiv2001/hash_table

WORKING EXPERIENCE

Yandex, Ad Inventory Team

April 2021 - February 2023

Backend Developer

- Implemented video SSP integrations, which significantly increased ad metrics on SSP platforms.
- Refactored and optimized Lua templates, which reduced CPU usage on meta servers by 4%
- Developed a "Shaman Machine" - a testing tool for "Janpu" service. It collects requests from production servers and executes them on custom version of the server. Integrated it with web interface for git repository. This tool was widely used during the development of "Janpu".
- Developed a "Shaman King" - tool for running "Janpu" locally and executing custom requests.
- Implemented and integrated support of render tracking for Yandex RTB

Yandex, Antifraud Development Team

October 2020 - April 2021

Backend Development Intern

- Adapted distributed algorithm of cleaning user sessions to use multicolumn input tables.
- Implemented a number of miscellaneous improvements on cleaning user sessions algorithm

TECHNICAL SKILLS

Programming Languages

C++, Python, PHP, C, C#, Lua

Tools

Vim, Sublime Text 3

Databases

MySQL