

# IVAN FRIDMAN

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

Codeforces : [https://codeforces.com/profile/PO3OBAR\\_Bblnb](https://codeforces.com/profile/PO3OBAR_Bblnb)

## EDUCATION

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**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

## PROJECTS

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### 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](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](https://github.com/fiv2001/hash_table)

## WORKING EXPERIENCE

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**Yandex, Ad Inventory Team** *April 2021 - Present*  
*Junior Backend Developer*

- Implemented video SSP integrations with Google, Unity and Pubnative.
- 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 support of delayed close button on Yandex RTB server.

**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

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<b>Programming Languages</b>	C++ (main language), Python, PHP, C, C#, Lua
<b>Tools</b>	Vim, Sublime Text 3
<b>Databases</b>	MySQL

## ACHIEVEMENTS

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