

Georgy Savva

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RESEARCH INTERESTS

World Models, Representation Learning, Digital Agents, Multimodal Learning

EDUCATION

New York University

New York, United States

Master of Science in Computer Science, Courant Institute of Mathematical Sciences. GPA: 3.8

Relevant courses: Computer Vision

2024 – Expected 2025

Russian University of Cooperation

Moscow, Russia

Bachelor of Science in Computer Science

2019 – 2021

RESEARCH EXPERIENCE

Research Assistant

Jan 2025 – Present

NYU Courant Institute of Mathematical Sciences, Advised by Prof. Saining Xie

New York, United States

- Developed a Minecraft World Model in JAX matching the performance of the proprietary SOTA model
- Developed the first multi-agent Minecraft World Model

Research Intern

Jun 2024 – Nov 2024

NYU Courant Institute of Mathematical Sciences, Advised by Prof. Lerrel Pinto

New York, United States

- Applied online reinforcement learning to fix the human demonstration morphology gap for dexterous robotic manipulation
- Trained a behavior cloning policy using transformers on third-person human demonstration data to solve dexterous robotic hand tasks
- Setup an auto-resettable reinforcement learning environment for online robot training using the spacemouse device

TEACHING EXPERIENCE

Graduate Teaching Assistant

Sep 2025 – Dec 2025

NYU Courant Institute of Mathematical Sciences. Prof. Saining Xie

New York, United States

- Led weekly office hours for CSCI-GA.2271-001 Computer Vision. [Website](#)
- Helped students with their research projects and homework

PUBLICATIONS

1. *HuDOR: Bridging the Human to Robot Dexterity Gap through Object-Oriented Rewards*

I. Guzey, Y. Dai, **G. Savva**, R. Bhirangi, L. Pinto.

ICRA 2025 (Under Review). [Website](#)

PROJECTS

World Model Finetuning Analysis

Jan 2025 – May 2025

Investigated the generalization and failure modes of two SOTA Minecraft World Models on three data distributions.

[Website](#)

AppSim: A Learned World Model for an App API

Jan 2025 – May 2025

Finetuned a TinyLlama model and compared its performance to GPT 4.1 in zero-shot setting. [Website](#)

Transformer-Based Diffusion for Game Generation

Oct 2024 – Dec 2024

Trained a transformer diffusion model to simulate DOOM trajectories. It achieves a PSNR of 32.21 in the teacher-forcing setting, producing an indistinguishable quality from the ground truth. [Website](#)

Advantage Actor-Critic with Optuna

Jul 2024 – Sep 2024

Trained a reinforcement learning agent with Optuna for the HalfCheetah env, achieving a 24% better performance than the best publicly available policy. [Website](#)

Open-Source Library Scany

May 2020 – Present

Created an open-source library to map data from a database into Go objects. The library has 1,300 stars on GitHub and is used by thousands of companies. [GitHub](#)

INDUSTRY EXPERIENCE

Senior Software Engineer <i>Raylu</i>	Oct 2023 – May 2024 New York, United States
• Led backend development of an LLM chatbot for healthcare and deployed it to production, serving first paying customers	
• Developed an LLM-powered SaaS workflow automation application using the open source workflow engine activepieces, allowing the company to release a new product in under 3 months	
Technical Co-Founder <i>Scifind</i>	Jul 2022 – Aug 2023 Los Angeles, United States
• Launched a troubleshooting platform for bioscientists into production, gaining 4,000 MAU in the first 2 months	
• Led the development of the product with a team of 2 engineers using TypeScript, Next.js, and Node.js	
Senior Software Engineer <i>IOTA</i>	Jan 2021 – Jul 2022 Berlin, Germany
• Developed a new network layer of the blockchain node using libp2p, decreasing the number of peering errors by 70%	
• Set up automatic deployment via Ansible and GitHub Actions, accelerating the development speed by 25%	
• Introduced Go guidelines to the project and tools to ensure them, reducing the frequency of bugs by 50%	
Senior Software Engineer <i>Elsa</i>	Jan 2020 – Jan 2021 San Francisco, United States
• Implemented App Store and Google Play in-app subscriptions as microservices using FastAPI, which improved the correctness of billing by 50%	
• Integrated payment gateway Instamojo, increasing the number of app purchases in Asia threefold	
Software Engineer <i>Edwin.ai</i>	Mar 2017 – May 2019 San Francisco, United States
• Participated in building the English tutor chatbot from a prototype stage to being the top 1 bot on Facebook	
• Implemented a YAML-file-based framework for building dialog systems, which allowed the company to launch a new product on Google Assistant	
• Designed a distributed queue using PostgreSQL to handle messages from 800,000 users	
• Developed the user knowledge graph service using Neo4j, improving the performance of read queries threefold	
Software Engineer <i>Snaappy</i>	Jun 2016 – Mar 2017 Moscow, Russia
• Rewrote the messaging service in Go, which increased the backend performance fivefold	
• Migrated the chat storage from PostgreSQL to MongoDB, allowing horizontal scalability for the data layer	
• Implemented a Websocket service for real-time updates using Go, driving user engagement by 30%	

SKILLS

Languages: Python, SQL, Go, TypeScript
Machine Learning: Transformers, Diffusion, U-Net, CNN, LSTM, Reinforcement Learning, Distributed Training, TPU
Libraries: PyTorch, JAX, Gym, Optuna, Hydra, TensorFlow, Numpy, Pandas, FastAPI, React, Node.js
Tools: Docker, Kubernetes, PostgreSQL, AWS, GraphQL, Hasura

CERTIFICATIONS

Probability & Statistics for Machine Learning & Data Science <i>DeepLearning.AI, GPA: 93/100</i>	Sep 2024
YC Summer Startup School <i>Y Combinator</i>	Aug 2022
Mathematics for Machine Learning: Multivariate Calculus <i>Imperial College London, GPA: 96/100</i>	Dec 2021
Mathematics for Machine Learning: Linear Algebra <i>Imperial College London, GPA: 96/100</i>	Dec 2021