

Nikita Alutis

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Experience

- Deblurring Benchmark 2022 Author of [MSU Video Deblurring Benchmark 2022](#). Created real world video deblurring dataset and measured the performance of 9 SOTA methods using 5 full-reference metrics. In our research we show that methods, trained on synthetic datasets, tend to perform poorly on real-world data.
- MSU Codec Comparison 2021-2022 Co-author of [MSU Video Codecs Comparison 2021](#) and [2022](#). Heavily contributed to conducting comparison of hardware accelerated encoders and also benchmarked the performance of various cloud encoding services. Was responsible for assembling reports, creating some of the charts and managing the web page.
- Lungs Segmentation 2020 Created COVID-19 segmentation network in Kaggle competition. The task was to find COVID-19 cells on lung CT scans. Implemented Attention-UNet architecture and achieved significant results on private data, [Kaggle leaderboard](#).

Skills

- Languages Russian (Native), English (Advanced)
- Programming Python, C and C++
- Tools PyTorch, PyTorch Lightning, Keras, TensorFlow, NumPy, Scikit-learn, CatBoost, Pandas, OpenCV, Seaborn, Matplotlib, Docker, Linux, Git
- IDE PyCharm, Sublime, Jupyter Notebook, VS Code

Education

- 2019-now Fourth year bachelor in Applied Mathematics and Computer Science, Lomonosov Moscow State University, Faculty of Computational Mathematics and Cybernetics. Grade Point Average: 4.64.

Honors & Awards

- Metrics Accounting System 2021 2nd place: «Metrics accounting system for evaluating the effectiveness of specialists and teams in project tasks» case in Team Force Alliance Hackathon. Created SQLite integration and implemented COCOMO 2 metrics (measuring and interface).
- Path Segmentation 2021 4th place: A system for recognizing pedestrian trails in Moscow as part of a hackathon «Digital Transformation Leaders 2021», [project code](#). Developed a deep learning model based on DeepLab-V3 for path segmentation using PyTorch.

About Me

I enjoy organising board game sessions. Moreover, I am a VR enthusiast and enjoy developing small-scale VR games in my free time. I am also a captain of my streetball team. I am deeply interested in learning new programming skills and honing existing ones, especially in video processing.