Shamil Iakubov: Email: yakubov.sha@gmail.com

Numerical modeler with experience in machine learning and data analysis.

MACHINE LEARNING PROJECTS

- Toy bridge builder: A reinforcement learning environment implemented using Unity. It shows the possibility of using reinforcement learning algorithms as constructors.
- Top 2% solution in the Featured Simulation Kaggle Competition "Lux AI": Ranked 19th out of 1186 teams as a solo participant (team shmyak). The solution is based on imitation and distributed reinforcement learning. It consists of an environment and a trainer, which include custom training loops for imitation and reinforcement learning, and a custom buffer to store game experience. The buffer uses threcords files to prevent storing all experience trajectories in memory but consuming them efficiently from a storage device.
- Implemented a policy gradient based reinforcement learning algorithm for a custom environment: The implementation is close to IMPALA. It includes a custom training loop of an off-policy actor-critic algorithm with n-step update, policy gradients correction, entropy, and other improvements. It uses different convolutional neural nets as a function approximator and applies multi-attention for data preprocessing.
- Implemented a DQN based reinforcement learning algorithms: The project inludes custom training loops implementation of several reinforcement algorithms (TensorFlow): DQN, FixedDQN, DoubleDQN, DoubleDQN, categorical DQN. It uses RAY to distribute calculations and DM Reverb as a data buffer to perform Prioritized Experience Replay. It uses a sparse MLP as a function approximator.
- Conducted an optimization study: The research involved developing a model that predicts the ocean's ability to absorb carbon dioxide. It uses a custom function approximator and a non-linear least-squares minimization.
- Conducted a signal processing study: It proposes the method to predict 'Freak waves' based on waves parameters. The study uses cluster analysis to categorize waves to groups and then uses Fourier and Wavelet analysis to study properties and features of these groups.

RESEARCH, DEVELOPMENT AND DATA ANALYSIS EXPERIENCE

• Helmholtz-Zentrum in Geesthacht

Geesthacht, Germany

PhD student

2017 - 2020

- Research: Studied biogeochemical interactions between the ocean and the atmosphere in the North Sea region. Published 4 peer-reviewed articles, 2 preprints, and 2 interactive jupyter notebook studies (first, second)).
- o Development: Built and optimized ocean ecosystem and biogeochemical models.
- Data analysis: Processed and analyzed geospatial data using Pandas, Numpy, Matplotlib, etc. Performed Exploratory data analysis in Jupyter notebooks.

• Institute of Oceanology

Moscow, Russia

Research engineer

2014 - 2017

- Research: Studied waves, Arctic ecosystems and biogeochemical processes. Published 5 peer-reviewed articles.
- **Development**: Introduced the CMake build system and refactored Fortran90 code to modern object-oriented Fortran in multiple numerical projects. Introduced dynamic NetCDF i/o into several Fortran projects. Developed a diffusion-advection model of solutes and particulates transport in the ocean.
- Data analysis: Processed, analyzed and visualized waves data in MatLab using Signal Processing Toolbox and Wavelet Toolbox.

Programming Skills

• Languages: Python (Tensorflow, Keras, Numpy, Pandas), FORTRAN, MatLab, LaTeX

Publications

• A google scholar profile.

EDUCATION

• Moscow State University

Specialist, Oceanography

Moscow, Russia

2003 - 2008

Online courses: Deep Learning specialization, Machine Learning, Bayesian Statistics.