Ruslan Sakevych

github.com/lionell

xlionell@gmail.com

+38-063-629-5295

Education

- **Taras Shevchenko National University** — Kyiv, Ukraine
  M.S. in Computer Science — *Sep 2018 – Present*
- **Taras Shevchenko National University** — Kyiv, Ukraine
  B.S. in Computer Science; GPA: 4.88 (97.5/100.0) — *Sep 2014 – Jun 2018*

Experience

- **Google** — Sunnyvale, CA
  Software Engineering Intern — *Aug 2018 - Nov 2018*
  - Migrated old ML pipeline onto Tensorflow-backed framework TFX. Experience with data processing pipelines.
  - Implemented parallel n-ary search algorithm. Speeded up culprit finder 16x times (on millions of changes).
  - Designed more sophisticated and robust parallel batching algorithm. Reduced tail request latency 3x times.
  - Mined build graph of the whole Google using MapReduce. Played around dependency set similarity problem.
- **Facebook** — London, UK
  Software Engineer Intern — *Jan 2018 - Mar 2018*
  - Rearchitected Hack parser to be reactive, allowing parsing to be inlined with the computation of the result.
  - 25% parse time reduction for the Hack type-checker (using most of the file contents) on the full-codebase.
  - Up to 50% speed up for tools that use less information(facts extraction) on hundreds of thousands of files.
  - Developed a toolset to analyze and remove unnecessary build dependencies, resulting in 2x speed up.
- **Microsoft** — Redmond, WA
  Software Developer Intern — *Jul 2017 - Oct 2017*
  - Engineered a new workflow to automate raw telemetry data aggregation and transformation.
  - System monitors execution of user-defined query and publishes results back to data warehouse.
  - Used for intermediate metrics aggregation to reduce data volumes and speed up queries.
- **Google** — Sunnyvale, CA
  Software Engineering Intern — *Apr 2017 - Jul 2017*
  - Research on build/test time prediction. Performed data analysis, model evaluation and feature engineering.
  - Created tools for ML models debugging/visualization and core service efficiency evaluation.
  - Investigated and mitigated incidents in complex build infrastructure at Google scale.
- **Google** — Mountain View, CA
  Software Engineering Intern — *May 2016 - Aug 2016*
  - Engineered a service that clasterizes build targets to reduce overall resources usage.
  - Performed evaluation of different batching strategies: memory, run-time optimization.
  - Trained ML models to predict build memory usage and avoid out of memory errors.

Projects

- **Smart Pacmans**: Fun visualization of how neural networks can be trained using genetic algorithms.
- **Resolution Theorem Proving**: Based on sequential method and operates in classic first-order logic.
- **Pollard-Rho**: Attempt to parallelize Pollard-Rho algorithm in Go. **Bonus**: Ethereum smart-contract impl.
- **Parallel PageRank**: Implementation based on MPI and OpenMP. Scales enough to compute Wikipedia pagerank.
- **Aqua Lang**: Data processing language that uses concepts from relational algebra. Opposite to declarative SQL.