

# Filitov MIKHAIL

## PERSONAL DATA

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PLACE AND DATE OF BIRTH: Moscow, Russia | 17 April 1998  
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## WORK EXPERIENCE

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| OCT 2019<br>PRESENT  | Developer<br>at <a href="#">Yandex</a><br>Yandex advertising system developer. Creating new types of ads. Improving delivery speed of existing types.                                                                                                                                                         |
| MAR 2019<br>OCT 2019 | Go developer<br>at <a href="#">Ozon</a><br>Developing internal library for interacting between microservices. Optimizing service performance (algorithms optimization, GC work optimization). Developing backend for largest marketplace in Russia.                                                           |
| JUN 2018<br>MAR 2019 | Go/Python developer<br>at <a href="#">BostonGene</a><br>Creating and maintaining backend of distributed system, which was designed for biologists to process their tools on multiple servers. Ensuring uninterrupted operation, delivery of logs and metrics, reviewing code, developing new parts of system. |

## EDUCATION

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| 2016 - 2022 | Master of COMPUTER SCIENCE, <b>Skolkovo Institute of Science and Technology.</b><br>Information Science and Technology                |
| 2016 - 2020 | Bachelor of COMPUTER SCIENCE, <b>Higher School of Economics</b> , Moscow, Russia<br>Applied Math and Informatics, Distributed Systems |
| 2011 - 2016 | Physics and mathematics lyceum <b>The Second School</b><br>for many years one of the top 5 best schools in Moscow                     |

## LANGUAGES

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RUSSIAN: Native  
ENGLISH: Fluent

## COMPUTER SKILLS AND KNOWLEDGE

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| Developer skills: | GO, C++, C, PYTHON, ASSEMBLY, MACHINE LEARNING, SQL, OOP                                                                                           |
| Environment:      | JIRA, BITBUCKET, CONFLUENCE, JENKINS, ELK, FILEBEAT, BASH, GIT, DOCKER, GRPC                                                                       |
| Libraries:        | NUMPY, SCIKIT-LEARN, OPENMP, CUDA, POSIX API, S3 API, CF API                                                                                       |
| Algorithms:       | GRAPHS, STRINGS, HASH TABLES, TREES, SORTING, THEORY OF COMPUTING                                                                                  |
| STL:              | MAPS, SETS, QUEUES, STACK, POINTERS, LIST, ARRAY, ITERATORS, VECTOR                                                                                |
| Math:             | CALCULUS, LINEAR ALGEBRA, PROBABILITY THEORY, ALGEBRA, DIFFERENTIAL EQUATIONS                                                                      |
| Add. Education:   | <a href="#">ALGORITHMS ON STRINGS</a> , <a href="#">GOLANG</a> , <a href="#">ECONOMICS</a> , <a href="#">COMPUTATIONS MANAGEMENT (DOCKER, CWL)</a> |

## PROJECTS AND ACTIVITIES

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| 2018 - PRESENT | Developing <b>Domain Specific Language</b><br>Aim is to create language for Bioinformaticians to help them to work with biomarkers |
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