

Maiia Gareeva

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EDUCATION

University of Minnesota Twin Cities

B.S.: Data Science

Dean's List: **GPA: 3.93**

Expected Graduation: May 2028

AI-LEAF Undergraduate Scholars Program | University of Minnesota September 2025 – May 2026 (in progress)

- Selected for a competitive, year-long program exploring the intersection of AI, climate-smart agriculture, and forestry.
- Participated in weekly seminars on AI & data science, remote sensing, agriculture/forestry, and leadership/ethics.
- Collaborated on group fact sheets that translate research insights for policymakers and industry leaders.

Internship Practice | Higher School of Economics

May 2023 – June 2023

- Engaged in the inventive projects of developing my advanced proficiency in C++, focusing on practice algorithm design, data structures, and performance optimization.
- Implemented sorting, graph traversal, and dynamic programming algorithms, emphasizing efficiency and clean object-oriented design.
- Applied STL containers, templates, and memory management techniques to build reusable components.

EXPERIENCE

Data Scientist | Agricultural Engineering Lab – University of Minnesota

November 2024 – May 2025

- Built and upgraded Gopher Eye (GE) mobile app of detecting, capturing and analyzing leaves' diseases for better customer usage, utilizing Dart, Flutter and Optimization Techniques.
- Implemented real-time geospatial tracking of agricultural data using Google Maps API as a part of GE project to improve process efficiency for the Ag Eng lab.
- Co-designed and integrated a local Large Language Model (LLM) into the GE app to enable user prompt–image interaction, collaborating within a two-member team.
- Developed a CLIP implementation via the LoRA adapter, creating a customizable chatbot framework which utilizes efficient prompt–image transformations and large-scale data handling.

Front-end Developer | Independent Project

August 2025 – December 2025

- Designed and developed a professional personal website to showcase core strengths, projects, and creative interests.
- Built interactive pages tailored to diverse audiences, featuring achievements and photography portfolios.
- Created designs in Figma, delivering a responsive and engaging UI/UX and implemented the frontend using HTML, CSS, and React.
- Integrated JavaScript React to enable smooth, modern, and feature-rich functionality and deployed the website through Vercel Github authorization.

Machine Learning Specialization | Coursera – Stanford University

June 2025 – August 2025

- Gained important hands-on experience in applying ML algorithms to real-world problems through Jupyter Notebook using Python, NumPy and TensorFlow.
- Explored Supervised Learning, decision tree learning pros and cons, neural networks training, and model evaluation via course materials.
- Learned about Unsupervised Learning techniques, regularization and optimization effect, clustering algorithms, error analysis, Gradient Descent, XGBoost algorithms, mostly working with regression models.

SKILLS

Programming Languages: Python, SQL, Java, C++,
HTML, LISP, JavaScript, Dart, Pascal

Programming Environments: Visual Studio Code,
Xcode, PyCharm, MySQL Workbench, pgAdmin

Operation Systems: macOS, Windows

Software Tools: Jupyter Notebook, Microsoft Office,
Google Colab, Tensorflow, Pandas, Postman

Other Environments: Figma, Adobe Photoshop, Adobe
Illustrator, Adobe Lightroom

REFERENCES

Nikolas Padilla, Research Assistant
padil014@umn.edu

Ce Yang, Research Professor and Coordinator
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