

Mikhail Mishin

DEEP LEARNING ENGINEER · MACHINE LEARNING ENGINEER

✉ mikhail.mishin.alex@gmail.com | 🏠 <http://mishinma.github.io/> | 📷 [mishinma](#) | 📺 [mishinma/](#)

Experienced ML Engineer with a background in Computer Science and 2+ years of professional and academical experience applying ML and DL methods to real-world challenges across different domains, including Computer Vision

Experience

Ericsson Finland

Helsinki Area, Finland

MACHINE LEARNING THESIS INTERN

Sep. 2019 - Present

- Researching machine learning methods for detecting anomalous traffic in IoT networks.

Focal Systems

The San Francisco Bay Area, USA

DEEP LEARNING ENGINEER

Mar. 2018 - Feb. 2019

- Prototyped, implemented, deployed and tested deep learning algorithms for detection and classification of products on grocery store shelves from camera images.
- Tech stack: Python, Keras, Tensorflow, Docker

Ericsson Finland

Helsinki Area, Finland

JUNIOR SOFTWARE DEVELOPER

Jun. 2017 - Feb. 2018

- Designed, implemented and tested new features and improved the existing code for Ericsson Security Manager - a solution for automation of security configuration, monitoring and compliance for all ICT domains, including Cloud, Networks and Enterprise.
- Tech stack: Python, Django, Docker, Kubernetes, React.

TARDIS SN

Remote

GOOGLE SUMMER OF CODE STUDENT

May. 2016 - May. 2016

- Developed Carsus - a python package for storing and manipulating atomic data. Carsus downloads and parses data from a number of sources, then stores it in an SQLite database and outputs it in various formats.
- Tech stack: Python, Python scientific stack, Pandas, SQLAlchemy and SQLite, Pyparsing, Unit testing.

Education

Aalto University

Helsinki Area, Finland

M.Sc. IN COMPUTER, COMMUNICATION & INFORMATION SCIENCES

Sep. 2016 - Present

- Major: Algorithms, Logic, and Computation
- Minor: Machine Learning and Data Science
- GPA: 4.3

Bauman Moscow Technical State University

Moscow, Russia

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Sep. 2012 - Jul. 2016

- Major: Design and Technology of Electronic Equipment
- GPA: 4.7

Skills

Programming	Python (numpy, pandas, sklearn etc.), C, Software Architecture and Testing
Deep Learning	DL Architectures, Computer Vision, OpenCV, Keras, PyTorch, Tensorflow
Machine Learning	ML Methods and Theory; Developing, Deploying and Debugging ML Pipelines
Back-end	Django, Flask, REST API, Database Design, SQL, NoSQL, MongoDB, PostgreSQL
Front-end	React, JavaScript, HTML
DevOps	Docker, AWS, Google Cloud
Other	Linux, Math, Algorithms, Git, Latex
Languages	English, Russian

Extracurricular Activity

Hackathons, Data-Science Competitions

Earth

HACKER

- Junction 2016, 2017, 2019; Europe's largest hackathon in Helsinki.
- Kaggle Data Science Competitions

Volunteering

VOLUNTEER

- Slush 2016, 2017, 2019; the world's leading startup and tech event in Helsinki.

Massive Open Online Courses

STUDENT

- Machine Learning, by Stanford University.
- Automata, by Stanford University.
- VLSI CAD: Logic to Layout, by University of Illinois at Urbana-Champaign.

Outdoor Enthusiast

ATHLETE

- Climbing, Mountaineering, Skiing, Kayaking, Surfing, Cycling

Earth

Earth

Earth