# MOISEY ALAEV

UCLA

September 2018 - June 2022

B.S. Mathematics of Computation and Minor in Statistics

**GPA: 3.5** 

Los Angeles, CA 💡 917-355-7202 moiseyalaev@gmail.com 🔀 moiseyalaev.com

github.com/moiseyalaev (7)

inkedin.com/in/moiseyalaev in

### **SKILLS**

- Software Engineering:
  - o C, C++
  - Python, Java
  - o Git, Bash
- Al Dev:
  - <u>TensorFlow</u> **Developer Certified**
  - PyTorch, Keras
  - Scikit-Learn
  - OpenCV
  - NumPy, SciPy
  - R, Pandas
  - Basic SQL and pyTaco
  - Anaconda, PyCharm
- Web Dev:
  - HTML/CSS:
    - EJS/Handlebars
    - Bootstrap
  - Javascript:
    - Node.js
    - Express.js
    - MongoDB
- LaTeX
- Fluency in Russian

### COURSEWORK

- Computer Science:
  - Data Structures
  - Software Construction Lab
  - Artificial Intelligence
  - · Algorithms and Complexity
- Mathematics:
  - Discrete Structures
  - Graph Theory
  - Machine Learning
  - Data Theory
- Statistics:
  - Probability
  - o Data Analysis and Regression
  - Statistical Models and Data Mining

# PROFESSIONAL EXPERIENCE

#### **UCLA MACHINE LEARNING LAB**

RESEARCH ASSISTANT

JANUARY 2021 - PRESENT

- Researching Semi-Supervised models for Nonnegative CP Decomposition of Tensors (SSNCPD: a form of tensor factorization) using TensorFlow, PyTorch, and NumPy backends.
- · Co-leading a software team on developing an open-source Python package of multiplicative update methods for SSNCPD. Expected to be released at the end of 2021.
- · Testing package on echo-cardiogram videos that were preprocessed into tensors with packages from OpenCV and raw data tensors from Kaggle which are imported using pyTaco.

#### STEAM: CODERS

**INTERN & TUTOR** 

OCTOBER 2020 - JULY 2021

- Promoted from volunteer tutor to paid intern in just 3 months.
- Initiated and developed a data system using MongoDB of student information (attendance, quiz scores, etc.) from JSON files so faculty can utilize student data to improve future instruction.
- · Spearheaded and implemented a new curriculum in machine learning, exceeding enrollment expectations by a magnitude of three due to high student engagement.
- Utilized Scratch, Keras (Python), Javascript, and Java for instruction.

#### ACM-AI

OFFICER | SEPTEMBER 2019 - 2020;

MEMBER | SEPTEMBER 2018 - PRESENT

- Organized the Advanced AI learning track: taught UCLA students difficult ML concepts: activation and loss functions, backpropagation, CNNs, RNNs, NLP, transfer learning, etc.
- Engaged in advanced AI workshops from freshman year until promotion to an officer position.
- Currently partaking in the "Apply ML" track, learning new tools and ways to develop ML models.

# PERSONAL PROJECTS

#### CNN RESEARCH AND COMPUTER VISION EXPERIMENTS

2020 - 2021

- · Researched the mathematical foundations of Convolutional Neural Networks (CNNs) such as convolution, pooling, flattening, dropout, and fully connected NN layers.
- Conducted initial experiment with a CNN using Keras to train the handwritten MNIST dataset.
- Integrated code, math derivations, and graphs cohesively into a research paper using LaTeX.
- Extended the project over the course of 2021 to several computer vision problems that employed transfer learning, ImageDataGen, and Image Augmentation with TensorFlow.

#### FORECASTING WITH TIME SERIES

2021

- Implemented two time series models with RNNs using Tensorflow in PyCharm IDE.
- First: Predicted Google's Stock Price with LSTM and Dropout layers.
- Second: Predicted Sunspots with multi-bidirectional LSTMs, Convolutions, and Lambda layers.
- Preprocessing data with Pandas and Sklearn; creating windowed datasets; plotting series data.

## NATURAL LANGUAGE PROCESSING (NLP)

2021

• Tackled three major tenets of NLP-Embeddings, RNN architectures with LSTMs/GRUs, and text generation—through applications of these models using Tensorflow/Keras.

#### **AUTONOMOUS CAR**

2020

- Developed a neural network model using PyTorch on Anaconda's Spyder IDE that implements Reinforcement Learning concepts such as Q-learning, Memory Replay, and Markov Processes.
- Adapted the model to a GUI of the mini-game: As the car drives, the user can add "sand" to indicate where the car should avoid driving. Over time, the car learns to avoid the sand to reach its destination faster.