

Pavel Kuzmin

Research Software Engineer
Project Engineer

mpakunderscore@gmail.com

Skills:

Java, Web (JavaScript, HTML, CSS), C/C++
Prototyping, Data analysis, Brainstorming
Art & Sketching

Education:

SPbSTU, Faculty of Technical Cybernetics (2008-2010)
Coursera: AI class, HCI class, Synapses Neurons and Brains class
Autodidacticism

Interests:

Human-computer interaction, Machine learning, Problem solving
Travel, Collect music, Snowboarding, Bicycling

Projects:

edflow - content recommendation system
vox - intelligent public assistant

Experience:

Smart Media Systems: (January 2015 - August 2016)

Project: Media content distribution system, media server with voice control

Tasks: Project management, R&D (hardware solution, voice control), Design

Goals: Company development and strategy

ERPScan: (February 2013 - August 2014)

Code analysis tool for search vulnerabilities in programs (Abap, Java, JavaScript)

R&D (text mining, static and dynamic program analysis)

Product design and team management

Digital Security: (September 2011 - February 2013)

Algorithms for search vulnerabilities in SAP

Development of algorithms and tasks from hackers

Understanding of the problems within companies



Digital Entertainment: (January 2011 - September 2011)

Several apps and games

Server-side programming, highload, gamedesign, management

Almost started a game created by me

Several gamedev startups: (December 2009 - January 2011)

Server-side programming, billing, game design

Responsibility for production

Non-programming jobs: (November 2006 - April 2008)

Two works related to servers administration, assembling and other stuff like this

Linux, FreeBSD, LAN

Technologies that i used:

Frameworks: Play Framework, Spring, Vaadin, AngularJS, jQuery, Electron, Polymer..

Databases+: PostgreSQL, MySQL, Oracle, Neo4j, JDBC, Hibernate, Ebean

Environment: Maven, Gradle, Bower, Grunt

Web+: Tomcat, Netty, Jetty, Heroku, Amazon

Other: ANTLR, TensorFlow, etc..