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MIKITA SAZANOVICH

Personal website
Github profile

EDUCATION

Saint Petersburg, Russia **Higher School of Economics** **Sep 2019 (2 years)**

- Studying towards an MS degree in Computer Science.

Saint Petersburg, Russia **Higher School of Economics** **Sep 2015 (4 years)**

- Graduated with a BS degree in Computer Science with distinction.
- GPA: 9.9 out of 10.
- Coursework: Image Analysis, Web Searching and Ranging, Deep Learning, Machine Learning I, Machine Learning II, Natural Language Processing, Speech Recognition and Generation, Reinforcement Learning, Parallel Programming, Databases, Building Database.

PROFESSIONAL EXPERIENCE

Toronto, Canada **Research Intern** **Jul 2019 (3 months)**
Uber

- Worked on self-driving research with the Advanced Technologies Group's R&D lab.
- In particular, explored domain adaptation methods for deep semantic understanding models. The idea was to adapt a model to perform uniformly in both the simulator and the real world.

Los Angeles, United States **Software Engineering Intern** **Jun 2018 (3 months)**
Google

- Worked on developing debugging tools for Google Drive. I was conducting interviews with engineers regarding wanted features, accordingly updating backend APIs, incorporating them into the debugging service and integrating with the frontend.

Zürich, Switzerland **Software Engineering Intern** **Jul 2017 (3 months)**
Google

- Worked on improvements and experimental features for Google Calendar's meeting scheduling services for enterprise users. Involved product discussions and algorithm design.

ADDITIONAL EXPERIENCE

Open Source Projects

- **Reinforcement Learning from Massive Human Demonstrations** — explored how different volumes of human demonstrations affect a DQN agent's performance in the Dota 2 environment. I discovered that the optimal volume is neither one nor all the demonstrations.
- **Domain Randomization for Improving Road Segmentation Trained on Simulated Data** — researched domain randomization technique for the better road segmentation model transfer from a simulator to the real world.
- **Reinforcement Learning Algorithms** — provided implementations of classic RL algorithms.

Competitive Programming

- Placed at the top 10% and won a silver medal at The International Olympiad in Informatics 2015.
- Absolute winner of the Belarusian National Olympiad in Informatics 2015 and 2014.

TECHNOLOGIES

- Languages: Python, JVM family (Java, Kotlin, Scala), C++.
- Frameworks: PyTorch, TensorFlow.
- Libraries: NumPy, scikit-learn, OpenCV.
- Tools: PyCharm/IntelliJ IDEA, Jupyter Notebook, TensorBoard, Anaconda, virtualenv, Ubuntu.