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MIKITA SAZANOVICH

[Personal Website](#)
[GitHub profile](#)

SUMMARY

I have diverse experience in Machine Learning, Software Engineering, and Competitive Programming through multiple internships and competitions.

EDUCATION

Saint Petersburg, Russia	Higher School of Economics Computer Science M.S.	Sep 2019-present (until Jun 2021)

- GPA: 9.9 out of 10.
- Coursework: Web Search, Machine Learning on Big Data, Software Project Management.

Saint Petersburg, Russia	Higher School of Economics Computer Science B.S.	Sep 2015-Jun 2019 (4 years)

- GPA: 9.9 out of 10.
- Coursework: Image Analysis, Machine Learning I & II, Deep Learning, Natural Language Processing, Speech Recognition and Generation, Reinforcement Learning, Databases, Building Database, Software Design, Parallel Programming, Functional Programming.

PROGRAMMING LANGUAGES AND SOFTWARE

- Languages: Python, JVM family (Java, Kotlin, Scala), C++, Haskell.
- Frameworks: PyTorch, TensorFlow.
- Libraries: NumPy, SciPy, Pandas, Scikit-learn, OpenCV, Mathplotlib.
- Tools: PyCharm/IntelliJ IDEA, Jupyter Notebook, TensorBoard, Anaconda, virtualenv, Docker, Unix.
- Platforms: AWS.

INDUSTRY EXPERIENCE

Saint Petersburg, Russia	JetBrains Research Engineer	May 2020-present (4 months)

- Team: JetBrains Research.
- Leading the development of the company's codebases for machine learning competitions, such as a bi-yearly self-driving competition and a black-box optimization challenge.
- Mentoring two summer interns who are a part of the competitions.

Zürich, Switzerland	Google Research Intern	Dec 2019-Apr 2020 (4 months)

- Team: Google Brain.
- Worked on machine learning research, where I explored novel directions towards increasing model capacity and implemented them in a large-scale machine learning language model. The final trained model had several billion parameters.

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

- Team: Uber ATG.
- Worked on self-driving research with the ATG's R&D department, where I developed and trained distributed machine learning models using both real-world and simulated data.

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

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

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

- Team: Google Calendar.
- Worked on improvements and experimental features for the Calendar's meeting scheduling services for enterprise users. The project involved product discussions and algorithm design.

Open Source Projects

- RL from Demonstrations in Dota 2 (2018-2019) — trained a DQN agent in the Dota 2 environment. The work included collection of video demonstrations from human experts and wrapping and maintaining the wrapper for the game client to serve as a learning environment.
- Reinforcement Learning Algorithms (2019) — provided implementations of classic RL algorithms.
- Context Helper (2017-2018) — developed and published a plugin for IntelliJ IDEA, which helps Java developers to find StackOverflow discussions that are relevant to their source code context in IDE. I optimized the experience by creating a corpus of data from StackOverflow and measuring the success of different methods on it.
- Blackout (2016) — developed a game for Android with libGDX. I worked on integration with Google Play Game Services, the infrastructure of game servers, and a client-server connection for real-time multiplayer.
- Contribution to GHC (2016)— resolved and committed a Glasgow Haskell Compiler request that asked for greater customization of GHCi (GHC repl) prompt. The result is available in GHC, starting from version 8.2.1.

Competitive Programming

- The 27th International Olympiad in Informatics, top 10%, silver medal, 2015.
- The 28th Belarusian National Olympiad in Informatics, absolute winner, 2015.
- The 27th Belarusian National Olympiad in Informatics, absolute winner, 2014.
- The 26th Belarusian National Olympiad in Informatics, gold medal, 2013.

- Imitation Learning Approach for AI Driving Olympics Trained on Real-world and Simulation Data Simultaneously.
Mikita Sazanovich, Konstantin Chaika, Kirill Krinkin, Aleksei Shpilman.
Workshop on AI for Autonomous Driving (AIAD), ICML 2020.

- LiDARsim: Realistic LiDAR Simulation by Leveraging the Real World.
Sivabalan Manivasagam, Shenlong Wang, Kelvin Wong, Wenyuan Zeng, Mikita Sazanovich, Shuhan Tan, Bin Yang, Wei-Chiu Ma, Raquel Urtasun.
CVPR 2020.