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# Mikita Sazanovich

GitHub profile
LinkedIn profile

## Education

**Saint Petersburg, Russia** **Higher School of Economics** **Sep 2019 - Jun 2021**

- Starting a Master's degree in Computer Science in the Fall of 2019.

**Saint Petersburg, Russia** **Higher School of Economics** **Sep 2015 - Jun 2019**

- Completing a Bachelor's degree in Computer Science (Machine Learning track).
- GPA: 9.85 (out of 10).
- Relevant courses: Reinforcement Learning, Machine Learning 1, Machine Learning 2, Parallel and Distributed Computations, Large-Scale Machine Learning, Web Searching and Ranging.

## Professional experience

**Los Angeles, United States** **Google** **Jun 2018 - Sep 2018**

- Title: Software Engineering Intern.
- 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.
- Used Java, RxJava-like framework, gRPC, Microservices platform and Database services.

**Zürich, Switzerland** **Google** **Jul 2017 - Sep 2017**

- Title: Software Engineering Intern.
- Worked on improvements and experimental features for Google Calendar's meeting scheduling services for enterprise users. Involved product discussions and algorithm design.
- Used Java, Guice, Protocol Buffers and Dagger Producers-like framework.

### Projects

- **Learning from Big Data Demonstrations** (Fall 2018 — present) — training an agent for Dota 2 by deep reinforcement learning using game replays as expert demonstrations.

- **Context Helper** (Fall 2017 — Spring 2018) — developed a plugin for IntelliJ IDEA which helps Java developers to find StackOverflow discussions that are relevant to their source code context in IDE. Optimized the experience by creating a corpus of data from StackOverflow and measuring the success of different methods on it. Presentation.

- **IntelliJ IDEA Scala to Dotty migrator** (Spring 2017) — worked on making the transition from Scala to Dotty inside IntelliJ IDEA easier. The results included several Inspections and a transformator of xml literals to interpolated strings. Presentation.

- **Blackout** (Fall 2016 — Winter 2017) — 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. Presentation.

- **Contribution to GHC** (Spring 2016) — resolved and committed a Glasgow Haskell Compiler ticket that asked for greater customization of GHCi (GHC repl) prompt. The result is available in GHC starting from version 8.2.1. Presentation.

## Additional Experience and Awards

### Competitive programming

- 27th International Olympiad in Informatics: silver medal (Summer 2015).
- Belarusian National Olympiad in Informatics: absolute winner (Spring 2015 and Spring 2014), 1st degree award (Spring 2013).

## Technologies

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