

# NIKITA KOROBKOV

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*Software Engineer with experience in backend development.  
Authorized to work for any employer in US.*

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## EDUCATION

**Saint-Petersburg State University**

*Saint-Petersburg (2014 - 2019)*

Bachelor's degree in Computer Science and Applied Mathematics from Saint-Petersburg State University.

- **GPA:** 4.8 / 5.0
- **Related Coursework:** Discrete math, Object-oriented programming, Relational databases, Algorithms and data structures, Neural-networks, Document classification, Image processing, Information models.

### Online Courses

In 2016-2017 took a gap year from university to gain work experience. Completed more than 10 online courses during this period. Topics included Python programming, Java programming, Advanced statistics with R, Web-technologies, Databases, Algorithms and Data Structures.

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## TECHNICAL SKILLS

- **Languages:** Python (Django, Numpy, PyTest, PyTorch, OpenCV, Jupyter), Java (Spring, Hibernate, Maven, JUnit), R (dplyr), MatLab, bash, SQL.
- **WEB:** HTML, CSS, JavaScript (jQuery, AngularJS, React), Jekyll.
- **Tools:** Git, Docker, AWS, Unix, SourceTree, JIRA, Trello, PyCharm, RStudio, IntelliJ IDEA, Markdown.

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## WORK EXPERIENCE & PROJECTS

- **Java Software Engineer Intern at [Natera](#) software development team.** *Jan 2017 - Jul 2017*
  - Improved team-to-team interaction by developing a web application to collect data from multiple databases and present it to the research team using **Hibernate** and **SQL**.
  - Supported an internal application at Natera. Collected business requirements from the research team and implemented it in code using **Java / Spring** and **AngularJS**.
- **Software Engineer at [Summer Physical and Mathematical School](#).** *Aug 2016, Aug 2017, Aug 2018*
  - Designed and Developed a full-sized web application to support a gamification system that was previously run on Excel spreadsheets. Used **Python** and **Django**. [GitHub](#)
  - Eliminated all game-related paperwork for more than 35 members of the staff team.
  - Raised students engagement by providing a faster feedback loop.
  - The system was successfully used by more than 400 users for the 3-week school sessions in 2016-2019.
- **Object recognition on mouse brain shots.** [GitHub](#) *Feb 2018 - Apr 2018*
  - Developed tool necessary to conduct research of mouse brains using **Python** and **OpenCV**.
  - Extracted information about the size and structure of individual cells from the noisy images.
  - The algorithm was presented at several scientific conferences.
- **Transfer learning for dialog systems.** [GitHub](#) *Mar 2019 - May 2019*
  - A research project devoted to the exploration of transfer learning possibilities in an intent classification task. Build and tested different NLP models based on neural nets with recurrent and convolutional layers.
- **Co-Managing Director of [Summer Physical and Mathematical School](#).** *May 2019 - Aug 2019*
  - Managed the 3-week intensive onsite learning program for the pre-selected most talented students 15-17yo.
  - Supervised the team of 35 teachers, hired 11 new staff members.
- **Python teacher at [Summer Physical and Mathematical School](#).** *Aug 2016, Aug 2017, Aug 2018*
- **Entertaining online course.** *Apr 2017*
  - On Oct 2019 the course is rated 4.9 out of 5 and has more than 3000 students. [stepik.org/course/2438](https://stepik.org/course/2438)