# NIKITA KOROBKOV

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Software Engineer experience in backend development

### **EDUCATION**

# SAINT-PETERSBURG STATE UNIVERSITY

Saint-Petersburg (2014 - 2019)

http://english.spbu.ru/

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.

#### **TECHNICAL SKILLS**

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

## **EXPERIENCE & PROJECTS**

Internship in the 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 internal application at Natera. Collected business requirements from the research. team and implemented it in code using Java / Spring and AngularJS.
- 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.
- Django based web banking system.

Most part: Jul 2016 - Jul 2017 GitHub

- · Designed and Developed a full-sized web application to support a gamification system that was previously run on Excel spreadsheets. Used Python and Django.
- 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.

· Transfer learning for dialog systems.

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. <a href="mailto:github.com/nkorobkov/transfer-learning-for-dialog-systems">github.com/nkorobkov/transfer-learning-for-dialog-systems</a>
- · Non-technical online course.

Apr 2017

- · Created an entertaining online course.
- On Oct 2019 the course is rated 4.9 out of 5 and has more than 3000 students. <a href="stepik.org/course/2438">stepik.org/course/2438</a>
- · Python teacher at summer school.

Aug 2016, Aug 2017, Aug 2018

- Taught a 3-week course of Python programming for 9-12 grade students.
- One of my students in 2017 competing in ACM ICPC finals in 2019.

Green Card holder, authorized to work in the United States