ILLIA SYNIUHIN

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EMPLOYMENT

Asana | Software Engineering Intern
Admin Empowerment Team
Jul 2017 - Present
San Francisco, CA, USA

- Designed and developed critical admin features: comment-only projects: blog, and comment-only boards: blog.
- Currently building a new feature which will be crucial for bigger companies.
- Contributed to other parts of the company's tech, including data engineering and data delivering services.

Megogo | Software Engineer
Core Web Team
Mar 2017 - Jun 2017
Kyiv, Ukraine

- Developed new version of the core web app in Scala, Java and Lightbend ecosystem.
- Architected and developed microservices for data analytics and user operations.
- Optimized queries to MySQL from 10s of seconds to less than 1s and increased performance of the web app.

Google | Software Engineering Intern
Android Development Tools Team
Jul 2016 - Sep 2016
London, UK

- Developed a report viewer for Android GPU Debugger gapid in Android Studio.
- Adapted Graphics API Language for the better report and error generation.
- Improved report generation on the server with localization and tag system.
- Speeded up execution time on most of the trace files.
- Wrote lexer and integrated syntax highlighting for OpenGL ES inside IntelliJ IDEA.
- Added server and client support for changing shader source and propagating the new shader through the entire trace.

Google | STEP Engineering Intern
Google Shopping Team
Jul 2015 - Sep 2015
Zurich, Switzerland

- Developed a Flume C++ pipeline that extracted and processed shopping data.
- Analyzed and forecasted Shopping-specific traffic, which helped Shopping team to do better resource planning.
- Applied CausalImpact to the data during analysis.

TECHNICAL EXPERIENCE

Grasply | Hackathon project | 1st place at KPI Vision Hack

Web service, powered by Conditional Generative Adversarial Network (CGAN) which enhances simple black and white sketches and makes them look like a Renaissance painting.

Readily | Personal project | 40k downloads and 10k active users
Github | **Google Play**

Speed-reading application for Android OS, which is powered by RSVP technology and inspired by Spritzer™ project.

Play Framework | Open Source
Github

Contributed to Play Framework - open source Scala / Java Web Applications Framework. Fixed OpenID 2.0 support and improved docs.

Storyteller | Course project
Github: **Android client** | **Flask backend**

Android application and simple Flask server working around neural-style by Ryan Kiros - artificial neural network based system, which generates stylized text describing an image, e.g. a short novel about a photo of the dark city.

EDUCATION

Kharkiv National University | B.Sc. in Computer Science (expected)   Sep 2017 - Jun 2018

Kyiv Polytechnic Institute | B.Sc. in Software Engineering   Sep 2014 - Jun 2017

ADDITIONAL EXPERIENCE AND AWARDS

1. **KPI VIsion Hack** (Ukraine, 2016): 1st place with **Grasply** project. http://kpi.ua/en/node/13639
2. **National Algorithmic Competition** (Ukraine, 2014): top 50 in the country. http://uoi.in.ua/
3. **Kharkiv Open Cup of Sport Programming** (2014): 5th place as a team member. http://khcup.qbit.org.ua/

LANGUAGES AND TECHNOLOGIES

- **Languages**: Scala, Java, Haskell, C/C++, Python, Go, JavaScript, TypeScript, R, MATLAB.
- **JVM Frameworks**: Akka, Play Framework, Slick, Lagom, Spark, Spring, Guice.
- **Frontend**: React.js, Angular 4, GraphQL.
- **Machine Learning**: Tensorflow, Caffe, Torch, Keras, scikit-learn, OpenCV.
- **Python Frameworks**: Django, Flask.
- **Android**: Reactive Extensions: RxJava / RxAndroid, Dagger, Retrofit 2, Crashlytics.
- **Google specific**: Flume, F1, Dremel, CausalImpact.
- **Other**: Vim, Git / Repo (AOSP´s git wrapper).