

## EMPLOYMENT

**Asana** | Software Engineering Intern  
API Team  
Admin Empowerment Team  
Jul 2017 - Jul 2018  
San Francisco, CA, USA

- Improved rich text support provided by Scala and JS API.
- Built divisions feature, which involved designing and developing components on the whole in-house tech stack - from data model design to frontend engineering.
- Designed and developed critical admin features: comment-only projects: [blog](#), and comment-only boards: [blog](#).
- Contributed to other parts of the company's tech, including data engineering, backend services and prototyping "do not disturb" feature for Android app.

**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 [CausallImpact](#) 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. Used Torch, Python backend and vanilla JS frontend.

**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**  
**Kyiv Polytechnic Institute**

Bachelor's in Computer Science  
Bachelor's in Software Engineering (*transferred*)

Sep 2017 - Jun 2018  
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/>

## 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.
- **Machine Learning:** Tensorflow, Caffe, Torch, Keras, scikit-learn, OpenCV.
- **Web:** React.js, Angular 4.
- **Google specific:** [Flume](#), [E1](#), [Dremel](#), [CausallImpact](#).