

EMPLOYMENT

Asana | Software Engineering Intern
Admin Empowerment TeamJul 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. 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 projectGithub: [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

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.
- **Machine Learning:** Tensorflow, Caffe, Torch, Keras, scikit-learn, OpenCV.
- **Frontend:** React.js, Angular 4.
- **Google specific:** [Flume](#), [F1](#), [Dremel](#), [CausalImpact](#).
- **Other:** Vim, Git / Repo (AOSP's git wrapper).