# Sergei VOLODIN

Route de la Chocolatière 29 A / 009, Échandens, Switzerland

Birth date: 3rd October 1994 (25 years), Russian

#### **EDUCATION**

Swiss Federal Institute of Technology in Lausanne (EPFL)

Lausanne, Switzerland

Master's degree in Computer Science, GPA: 5.68/6

- Minor in Computational Neurosciences
- Research Assistant position (2017–2019)

Moscow Institute of Physics and Technology

Moscow, Russia

Bachelor's degree in Applied Mathematics, GPA: 4.84/5

June 2017

Sep 2017 - 2021

#### SKILLS

Relevant courses: Machine Learning, Software Engineering, Unsupervised and Reinforcement Learning, Convex Optimization, Distributed Algorithms, Algorithms, Random graph theory, Functional Programming, Set Theory, Random Processes, Functional Analysis, Biological modeling of neural networks, Complexity theory, Learning theory, Neuroscience: behavior and cognition, Neuroprosthetics, Theory and methods for Reinforcement Learning, Optimization for Machine Learning

Scientific programming: Keras, TensorFlow, scikit-learn, PyTorch, Brian 2, MATLAB, Mathematica, R

Programming languages: Python, C/C++, Java, Scala, nasm, C#, AVR C++

Frameworks: Qt/QML, Django, Android Studio, OpenGL/GLSL, Unity 3D, Blender

Environment: Git, LATEX, Bash, Debian/Ubuntu Linux

Scientific skills: experimental sections of research papers, working on theoretical problems, scientific presentation, data analysis

Software development: agile software development (Scrum), debugging, design patterns, concurrent and distributed systems, team and project management, TCP/IP networking, AVR microcontrollers, Arduino platform

Languages: English: TOEFL iBT 113/120, French: A1, Russian: native

### RESEARCH EXPERIENCE

Google Brain

Mountain View, CA, United States

Software Engineering Intern

Nov 2019 - present

- Working on interpretability of Reinforcement Learning using Causal Modeling
- · Using TensorFlow to conduct experiments

#### EPFL, Distributed Computing Laboratory

Lausanne, Switzerland

Research Assistant Sep 2018 - Oct 2019

- · Investigated fault tolerance of a neural network using Taylor approximation
- · Conducted 🗗 experiments to test the theory using Keras including the implementation of custom layers and regularizers

EPFL, Computer-Human Interaction in Learning and Instruction laboratory Lausanne. Switzerland

Research Assistant

Sep 2017 - Aug 2018

- Created 🗗 a library QML-AR for seamless augmented reality using OpenCV with competitive performance on Android and small visual negative impact
- Designed an Z activity for kids for learning math using AR, tested the application in a classroom setting, analyzed the obtained data

Skolkovo Institute of Science and Technology,

Center for Energy Systems

Research Intern

Sep 2016 - Jul 2017

- Characterized using numerical optimization and theoretically the structure of the set of boundary non-convexities of an image of a quadratic map in case the number of non-convexities is infinite
- Designed and implemented  $\mathbb{Z}$  the Convexity Analysis of Quadratic Maps library which gives approximate solutions to a number of problems involving quadratic maps

## RESEARCH INTERESTS

Artificial Intelligence, Machine Learning, Artificial Intelligence Safety, Mathematical Optimization, Robotics

#### **SCHOLARSHIPS**

Moscow, Russia

- 🖾 Research Scholars, a paid Research Assistant position, Swiss Federal Institute of Technology in Lausanne (EPFL), 2017 2019
- Abramov Fund's scholarship for excellent grades, 2014

#### **PUBLICATIONS**

Sergei Volodin, Nevan Wichers, Jeremy Nixon. 🗷 Resolving Spurious Correlations in Causal Models of Environments via Interventions, 2020. Topic choice, experiments, theory, writing. Submitted.

El-M. El-Mhamdi, R. Guerraoui, A. Kucharavy, S. Volodin. The Probabilistic Fault Tolerance of Neural Networks in the Continuous Limit, 2019. Experiments, theory, writing.

A. Dymarsky, E. Gryazina, B. Polyak, S. Volodin. 🗗 Geometry of quadratic maps via convex relaxation, 2018. Exp-s, theory, writing.

A. Petrov, S. Volodin 🗹 Janibekov's effect and the laws of mechanics. Doklady Akademii Nauk, 2013. Graphics for the article, experiments, first year of my BSc

#### WORK EXPERIENCE

 $\square$  EscapeControl

 $Jul\ 2015-Feb\ 2016$ 

Own b2b startup for escape rooms, Moscow, Russia

- · Created a startup selling software and hardware for real-world escape room games which allows to speed up the construction and reduce maintenance costs
- · Responsible for back-end software engineering, servers administration, sales and customer support
- · Managed a team of two web developers until a successful launch of the web interface
- · Sold more than twenty solutions which are currently running in different countries across the globe and provided remote support

Algorithmic trading startup, Moscow, Russia

- · Developed algorithmic trading application from initial discussion with the team to deployment and supporting
- · Added low-level user-space networking to the project which allowed to decrease latency and increase profit
- · Responsible for the performance of the code

#### **PROJECTS**

Quadcopter drone from scratch project

2012 - 2014

- · Developed 🗷 an algorithm in C++ for stabilization of a quadcopter drone from scratch using AVR microcontrollers, IMU sensors and PID regulators
- · Managed the project consisting of 2-5 developers
- · Conducted the analysis of launches to improve flying quality
- · Results were **published** as a **popular** science article (in Russian)

#### CONFERENCES AND SUMMER SCHOOLS

- Training Summer School, 2019 (Lille, France), poster presenter, selected to receive financial help
- 🗷 Data science summer school, 2019 (Paris, France), poster presenter
- ☑ QtDay 2019 (Firenze, Italy), speaker, one hour session on qml-ar
- 🗹 P.A.I.S.S. (AI Summer School) (INRIA Grenoble, 2018), participant in tutorials given by top experts; 🗹 selected to receive financial help
- 🗹 Information Technologies and Systems (Saint-Petersburg, Repino, 2016), speaker, poster presenter

#### COMPETITIONS

- $\square$  Google HashCode Qualification round coding contest, top 6% (team EPFL\_Noobs), managed the team, developed algorithms and did the coding, 2019
- ☑ DeepHack.RL hackathon on Deep Reinforcement Learning for Atari games, managed the team and developed an ☑ evolutionary algorithm with an autoencoder, MIPT, Moscow, Russia, 2017

#### INTERESTS

 $\textbf{Effective Altruism,} \ \text{Philosophy,} \ \text{Running} \ (1/2 \ \text{marathon 2018}), \ \text{Snowboarding,} \ \text{Swimming,} \ \text{Dancing Rock'n'Roll 2018}), \ \text{Snowboarding,} \ \text{Dancing Rock'n'Roll 2018}), \$ 

#### VOLUNTEERING

Effective Altruism Lausanne

2019

Local EA community

Lausanne, Switzerland

Co-founding the group,  $\mathbb{Z}$  introduction workshop speaker, running a  $\mathbb{Z}$  discussion group on AI safety and theory, newsletter management and writing, Facebook events announcements, managing open discussions

Applied Machine Learning Days

2019

Machine learning of conference
Technical help for presenters, badge check

Anti-corruption foundation

Lausanne, Switzerland

A  $\square$  non-profit aimed at investigating corruption

2017 Moscow, Russia

Conveyed the results of the investigations by talking to people on the streets as a volunteer