




Sergei VOLODIN

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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

Sep 2017 – 2021

- 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

June 2017

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

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, L^AT_EX, 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  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
Moscow, Russia

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  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


 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

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

 **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

ITBrat Jul 2015 – Feb 2016
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

 Reinforcement Learning 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


 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

Effective Altruism, Philosophy, Running (1/2 marathon 2018), Snowboarding, Swimming, Dancing Rock'n'Roll


VOLUNTEERING

Effective Altruism Lausanne 2019
Local  EA community Lausanne, Switzerland

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

Applied Machine Learning Days 2019
Machine learning  conference Lausanne, Switzerland

Technical help for presenters, badge check

Anti-corruption foundation 2017
A  non-profit aimed at investigating corruption Moscow, Russia

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