MAXIM BOBRIN

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EDUCATION

Higher School of Economics *2018 - 2022*
Bachelor of Science, Faculty of Mathematics
Skoltech *2022 - Present, Student*
Master of Science, Machine Learning and Artificial Intelligence (MLAI) Track

INDUSTRY EXPERIENCE

OOO Artistrazh September 2021 - Present
Machine learning Engineer *Moscow, Russia*

· Experimented with reinforcement learning algorithms with subsequent successful implementation into AR game using PyTorch and Tensorflow
· Worked with DeepFake's
· Developed realistic face generation model based on text (CLIP, VQGAN, StyleGAN3)

TECHNICAL STRENGTHS OTHER SKILLS

Programming Languages	Python, C++
Frameworks	PyTorch, Tensorflow, TensorRT, CUDA, PyMC3, Pyro, PennyLane
Tools	Git, Docker, Weights & Biases, Hydra

INDEPENDENT LEARNING

- Student of School of Data Analysis by Yandex
- Participant of Winter camp on Perfomance optimization of computer vision algorithms taught by Intel and Lobachevsky Institute (2022)
- Participant of Summer School on Training, Understanding Optimization of AI models hosed by MIPT, Ozon, HSE (2022)
- Participant Third Autumn School on Generative Models taught by Yandex and HSE (2021)
- Finished Machine learning Tinkoff Generation programme 2019
- Finished Deep Learning School (MIPT)

AWARDS

- Winner in Student Research Paper competition conducted by Siberian Capital and Mathematical Faculty of HSE in the field of Probability theory and its Applications (2021)

RESEARCH PAPERS & COURSEWORKS

- Stability of gradient flows in Wasserstein Spaces (3rd year of Study, award winning)