

Valeriy Sofin | Machine Learning Engineer

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PROJECTS

Some ML models

Developed multiple models and completed some assignments

Tetris

Developed tetris game including menu using C++ and SDL2 library

Text Editor

Developed text editor using C# and Windows Forms framework

ToDoList

Developed To do list using Swift, SwiftUI and MVVM pattern

AddressBook

Developed address book using Swift, UIKit and MVC pattern without storyboard

Learning Management System

Designed, built and managed PostgreSQL database.

Ported application from qmake to cmake.

Designed and implemented SQL queries for data retrieval and manipulation in a C++ application, resulting in improved data access performance.

github: github.com/sofinvalery

EDUCATION

- **BGTU "VOENMEH"**

Sep. 2022 - Present

Software Engineering

- **CS193P Developing Apps for iOS by Stanford**
- **CMU 15-445/645 Database Systems by Carnegie Mellon University**
- **Nand2Tetris**
- **Andrej Karpathy: Neural Networks**
- **Fast ai: Practical Deep Learning**

SKILLS

Languages: Russian(Native), English(B2)

Technical Skills: Python, Data Structures, Algorithms, Git, Swift, SQL, NLP, C++, DL, ML, AI, NumPy, Matplotlib, Scikit-Learn, PyTorch, LLM