Valeriy Sofin | Machine Learning Engineer

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PROJECTS

Some ML models
Developed multiple RAG, ML and DL models and completed some assignments

Tetris
Developed tetris game using C++ and SDL2 library

Text Editor
Developed text editor using C# and Windows Forms framework

TodoList
Developed To do list application using Swift, SwiftUI and MVVM pattern

AddressBook
Developed address book application 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 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(C1)
Technical Skills: Python, Data Structures, Algorithms, Git, Swift, SQL, NLP, C++, DL, ML, AI, NumPy, Matplotlib, Scikit-Learn, PyTorch, LLM, LangChain, RAG