

Vladislav Sobolev

SENIOR DATA SCIENTIST · MACHINE LEARNING ENGINEER

✉ vladislav.sobolev.work@gmail.com | 📧 sviper | 🌐 vladislav-sobolev

Summary

Result-oriented Data Scientist with software engineering skills. 5+ years of experience in building and deploying machine models for different business tasks from predicting user retention to automatic content generation. Led a team of 4 data scientists of different skill levels. Interested in devising a better problem-solving method for challenging tasks, and learning new technologies and tools. Ready for relocation.

Skills

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|-------------------------|---|
| Programming | Python, Java, C++, Javascript, Typescript, Node.js, LaTeX |
| Machine Learning | Pytorch, Pytorch-lighting, Tensorflow, Keras, Sci-kit learn, Catboost, XGBoost, Scipy, Numpy, Pandas, Matplotlib, Huggingface, Spacy, OpenCV. |
| DevOps | Google Cloud, AWS, Docker, Kubernetes, Jenkins, BigQuery, Git, DVC, MLFlow, BentoML, Kafka |
| Back-end | Python, FastAPI, Django, Flask, SQL, NoSQL |
| Front-end | React.js, React Native, Expo, Redux |
| Languages | English - Fluent, Russian - Native |

Work Experience

SberGames

Moscow, Russia

SENIOR DATA SCIENTIST

Aug. 2021 - Present

- Developed and deployed different models: from classic ML algorithms to 3D mesh generation models using state-of-the-art methods for data platform, marketplace, game studios, marketing, and other departments.
- Created purchase prediction models for mobile games with accuracy from 70% to 90%.
- Designed A/B test - wrapping test and research costs and communicating potential value with executives.
- Increased day 1 retention for mobile game by 10% by finding gaps in game-design insights using machine learning techniques.
- Built model which predict 7-day ARPU for new game marketing campaign with 86% accuracy.
- Engineered a recommender system that provides personalized in-game offers that double conversion rate.
- Implemented a churn prediction to send push notifications between gaming sessions to increase a retention rate up to 20%.
- Collaborated with other department to formulate tasks for data science hackathon.

BARS Group

Kazan, Russia

SENIOR DATA SCIENTIST

Nov. 2020 - Aug. 2021

- Deployed a robust voice assistant for the analytical system, to speed-up interactions with BI products, which work faster on 60% than competitors.
- Trained a re-punctuation model which works better than other open-source alternative libraries/models for Russian language with accuracy more than 90%.
- Extended the most popular open-source spell-checking project with a Russian language dictionary with more than 3 million words.
- Mentored group of junior data scientists how to work in a team and be self-productive.

DATA SCIENTIST

Jun. 2019 - Oct. 2020

- Developed a system for disease prediction using patient's anamnesis (in text format) which must be enhanceable for new diseases and development of prediction models.
- Formulated a system description that raised more than 250k\$ from government for the project.
- Implemented clinical decision support system from scratch that works better than other competitors in Russia.
- Built custom text-data filtering system in 1 month, which also anonymize private patient's data.
- Designed special web-app for labeling medicine text data which speed up markup on 100%.
- Trained models' cascade for symptoms extraction with accuracy more than 95%.

Kazan State University

Kazan, Russia

LECTURER (PYTHON)

Sep. 2020 - Dec. 2020

- Reduced time on homework checks by 50% by configuring Github CI/CD.
- Taught "Basics of Python" and "Algorithms and data structures" courses, supervised 30+ students.

Education

Kazan State University

Kazan, Russia

MSC IN MEDICINE CYBERNETICS

Sep. 2014 - Jun. 2020

- Medicine, public health, math, statistics, computer science, machine learning