Vladislav **Sobolev**

SENIOR DATA SCIENTIST · MACHINE LEARNING ENGINEER

✉ vladislav.sobolev.work@gmail.com | ⌨ sviperm | 🔗 vladislav-sobolev

Summary

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

Skills

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, Tableau, 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

King
Berlin, Germany

DATA SCIENTIST — *Oct. 2022 - Present*

- Pioneering AI/ML solutions inside company
- Designing, analyzing experiments and A/B tests for new features/changes in the games and presenting the results to stakeholders and management.
- Developing dashboards and monitoring systems for level designers with integrated ML models.

GameDragon
Moscow, Russia

SENIOR MACHINE LEARNING ENGINEER — *Aug. 2021 - Jul. 2022*

- 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 a mobile game by 10%** by finding gaps in game-design insights using machine learning techniques.
- Built model which predicts 7-day ARPU for a new game marketing campaign **with 86% accuracy.**
- Engineered a recommender system that provides personalized in-game offers that **double conversion rate.**

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 the Russian language with **more than 90% accuracy.**
- Extended the most popular open-source spell-checking project with a Russian language dictionary with more than 3 million words.
- Mentored a group of junior data scientists on working in a team and being self-productive.

DATA SCIENTIST — *Jun. 2018 - 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 project and system descriptions that **raised more than 250k$** from the government for the project.
- Implemented the clinical decision support system from scratch that works better than other competitors in Russia.
- Designed a particular web app for labeling medicine text data which speeds up markup by 100%.
- Trained models' cascade for symptoms extraction with **more than 95% accuracy.**

Education

Kazan State University
Kazan, Russia

MSC IN MEDICINE CYBERNETICS — *Sep. 2014 - Jun. 2020*

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