

# Vladislav Sobolev

SENIOR DATA SCIENTIST · SENIOR MACHINE LEARNING ENGINEER

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## Summary

Highly accomplished and result-oriented Senior Data Scientist with extensive experience in building and deploying machine learning models to solve complex business problems. Skilled in utilizing software engineering techniques to deliver scalable and robust solutions. Led and mentored teams of data scientists with varying levels of expertise to deliver impactful results. Passionate about devising innovative problem-solving strategies and leveraging cutting-edge technologies to drive business success.

## Skills

<b>Programming</b>	Python, Java, JavaScript, TypeScript
<b>Machine Learning</b>	PyTorch, TensorFlow, Keras, Scikit-learn, CatBoost, XGBoost, NumPy, Pandas, Matplotlib, Hugging Face Transformers, SpaCy, OpenCV, Deep Learning
<b>DevOps/MLOps</b>	Google Cloud, AWS, Docker, Kubernetes, Jenkins, Git, DVC, MLFlow, BentoML, Airflow, Apache Beam, Spark, Kafka
<b>Back-end</b>	Python, FastAPI, Django, Flask, SQL, NoSQL, Node.js, RESTful APIs

## Work Experience

### King

Berlin, Germany

DATA SCIENTIST

Oct. 2022 - Apr. 2023

- Pioneered the development and implementation of AI/ML solutions for the company, resulting in **25% increase in efficiency** and **more informed decision-making**.
- Designed and executed experiments and A/B tests to evaluate the impact of new features and changes in the games, and **presented the results to stakeholders and management**.
- Developed and maintained dashboards and monitoring systems for level designers, utilizing integrated **ML models to provide real-time insights and recommendations**.
- Collaborated with cross-functional teams, including game designers, developers, and product managers, to understand business needs and **identify opportunities for AI/ML solutions**.

### SberGames

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

- Developed a voice assistant for the analytical system that works **60% faster than competitors**.
- Trained a re-punctuation model with **over 90% accuracy** for the Russian language.
- Extended an open-source spell-checking project with a Russian language dictionary containing **over 3 million words**.
- Mentored junior data scientists on teamwork and productivity.

DATA SCIENTIST

Jun. 2018 - Oct. 2020

- Developed a system for disease prediction using patient's anamnesis that is easily expandable for new diseases and prediction models.
- **Raised over 250k\$** from investors for the project by formulating project and system descriptions.
- Implemented a clinical decision support system from scratch that outperformed competitors in Russia.
- Designed a web app for labeling medicine text data that speeds up markup by 100%.
- Trained models for symptoms extraction with **over 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