

# Vladislav Sobolev

DATA SCIENTIST

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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, 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, Snowflake, AWS, Docker, Databricks, Git, DVC, MLFlow, BentoML, Airflow
<b>Back-end</b>	Python, FastAPI, Django, Flask, SQL, NoSQL

## Work Experience

### Lion Studios by Applovin

Berlin, Germany

PRODUCT SCIENTIST

Jun. 2023 - Current

- Promoted an A/B testing culture, ensuring **100% of major game changes were validated**, leading to more effective data-driven decisions and **continuous improvements in revenue and user engagement**.
- Segmented purchasers into targeted groups to identify opportunities and develop offer strategies, leading to a **15% increase in IAP revenue**.
- Generated comprehensive user behavior reports using ML techniques, resulting in **5-20% project revenue improvements** and supporting the launch of **multiple successful game updates**.
- Standardized analytics across all games, improving consistency and reducing analysis time.
- Designed an **event auto-validation system** to ensure developers send correct event data.

### King by ActivisionBlizzard

Berlin, Germany

DATA SCIENTIST

Oct. 2022 - Apr. 2023

- Designed and executed A/B tests to evaluate the impact of new game features, **presenting clear and actionable results to stakeholders and management**.
- Developed and maintained dashboards and monitoring systems for level designers, integrating ML models to provide insights and reduce design time by **up to 50%**.
- Collaborated with cross-functional teams, including game designers, developers, and product managers, to understand business needs and **propose ML-driven solutions that increased efficiency**.

### SberGames

Moscow, Russia

DATA SCIENTIST

Aug. 2021 - Jul. 2022

- Fine-tuned and deployed state-of-the-art generative models, achieving high performance and reliability.
- Developed prediction models for **LTV, churn, and first/second purchases** with **70% to 90% accuracy**, contributing to better player lifecycle management.
- Engineered a personalized in-game offer recommender system that **doubled the conversion rate** from **0.7% to 1.5%**.
- Designed comprehensive A/B test frameworks, including cost analysis and executive-level value communication, enhancing strategic decision-making.
- Increased day 1 retention for a mobile game from **25% to 35%** by identifying design gaps using ML techniques.

### BARS Group

Kazan, Russia

DATA SCIENTIST

Jun. 2018 - Aug. 2021

- Developed a re-punctuation model (BERT) for the Russian language with **over 90% accuracy**, enhancing text-processing capabilities.
- Extended an open-source spell-checking project with Russian language support, improving usability for native users.
- Trained models for symptom extraction (NER) with high accuracy and implemented a clinical decision support system from scratch, streamlining medical decision-making.

## Education

### Kazan State University

Kazan, Russia

MSC IN MEDICINE CYBERNETICS

Sep. 2014 - Jun. 2020

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