

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

Programming	Python, JavaScript, TypeScript
Machine Learning	PyTorch, TensorFlow, Keras, Scikit-learn, CatBoost, XGBoost, NumPy, Pandas, Matplotlib, Hugging Face Transformers, SpaCy, OpenCV, Deep Learning
DevOps/MLOps	Google Cloud, Snowflake, AWS, Docker, Databricks, Git, DVC, MLFlow, BentoML, Airflow
Back-end	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 with proven results, leading to more effective data-driven decisions.
- Clustered payers into segments to identify opportunities and develop targeted offer strategies, leading to increased revenue.
- Created comprehensive user behavior reports using ML-techniques to generate hypotheses, resulting in project revenue improvements of 5-20%.
- Generated **user behavior reports** using ML-techniques, resulting in project revenue improvements of **5-20%** and supporting the launch of **multiple successful game updates**.

King by ActivisionBlizzard

Berlin, Germany

DATA SCIENTIST

Oct. 2022 - Apr. 2023

- Designed and executed 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 insights and recommendations**.
- Collaborated with cross-functional teams, including game designers, developers, and product managers, to understand business needs and **identify opportunities for ML solutions**.

SberGames

Moscow, Russia

DATA SCIENTIST

Aug. 2021 - Jul. 2022

- Fine-tuned and deployed state-of-the-art generative models.
- Created models from scratch such as: **LTV prediction, churn prediction** and 1st and 2nd purchase prediction models with **accuracy from 70% to 90%**.
- Engineered a recommender system that provides personalized in-game offers that **double conversion rate (0.7% to 1.5%)**.
- Designed A/B test - wrapping test and research costs and communicating potential value with executives.
- **Increased day 1 retention for a mobile game from 25% to 35%** by finding gaps in game-design using machine learning techniques.

BARS Group

Kazan, Russia

DATA SCIENTIST

Jun. 2018 - Aug. 2021

- Trained a re-punctuation model (BERT) with **over 90% accuracy** for the Russian language.
- Extended an open-source spell-checking project with a Russian language.
- Trained models for symptoms extraction (NER) with good accuracy and implemented a clinical decision support system from scratch..

Education

Kazan State University

Kazan, Russia

MSC IN MEDICINE CYBERNETICS

Sep. 2014 - Jun. 2020

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