

Tatiana Borisova

Contact info

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Experience	Developer, Yandex LLC Yandex News Department <ul style="list-style-type: none">• Integrated Yandex.News with personalization service Improved clicks personalized positions by 10%• Developing infrastructure for A/B testing• Developing search of origins in Yandex.News stories	2015 – present
	Developer, Yandex LLC Yandex Banner System Real-time Technologies Department <ul style="list-style-type: none">• Developed runtime for feature extraction and CTR prediction algorithms Improved CTR up to 2%• Improved RPS of main Banner system up to 8% using custom allocator	2014
	Intern Developer, Yandex LLC Yandex Banner System Real-time Technologies Department <ul style="list-style-type: none">• Added binary protocol support to data storage service Improved performance of data preparation up to 3x• Developed and enhanced performance of anti-fraud filters• Improved design and code style in Banner service Introduced unit-testing	2012 – 2014
Education	Moscow State University B.S. and M.S. equivalent Faculty of Computational Mathematics and Cybernetics With Honours, GPA 4.8	2010 – 2015
	Yandex School of Data Analysis Big Data specialization GPA 4.3	2013 – 2015
Skills	<ul style="list-style-type: none">• C/C++ (expert), Python (proficient), Go (prior experience)• Algorithms, data structures• System programming (Unix), concurrent programming, distributed systems• Machine learning, data analysis	
Projects	<ul style="list-style-type: none">• Distributed fault-tolerant framework for sparse machine learning, team project https://bitbucket.org/darth_slon/bsc• Multi-player client-server game, team project https://github.com/yazevnul/angry-balls• Library for non-blocking I/O (and small reverse proxy using it) https://github.com/tanyatik/mio-proxy• Implementation of various algorithms and data structures https://github.com/tanyatik/algorithms https://github.com/tanyatik/ext• 3D visualization using OpenGL 3.0 graphic shaders and caustics https://github.com/tanyatik/pool-caustics	