

# Tatiana Borisova

## Contact info

1 Ambulatornyy pr-d, 5-2-40, Moscow, 125315  
+7 (915) 264-55-06  
tanyatik@yandex.ru, tanyatik1@gmail.com

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