Ukibassov Baubek Muratuly

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OBJECTIVE

A passionate and innovative Senior Lecturer and Machine Learning Engineer with extensive experience in academia and industry. Seeking to leverage my expertise in Go Lang development, machine learning, and cloud-native technologies to contribute to cutting-edge projects in the field of space exploration and technology.

EDUCATION

THE GEORGE WASHINGTON UNIVERSITY, School of Engin and App Sc

Washington, DC

Master of Computer Science, Multimedia, Animation, Graphics and User Interface

Jan 2016 - Jan 2018

• GPA: 3.61/4.0:

International Information Technology University (IITU)

Almaty, Kazakhstan Sep 2009 – May 2013

Bachelor of Information Systems

• GPA: 3.57/4.0:

EXPERIENCE

Almaty, Kazakhstan

NARXOZ University Senior-Lecturer September 2023 — present

Teaching advanced courses in Machine Learning, Introduction to Programming, and 3D Animation. Developed and introduced a new curriculum for **Web Development using Go Lang**, focusing on server-side programming, concurrency, and cloud-native application development. I enjoy teaching and inspiring talented students at Narxoz, one of the best universities in Central Asia;

My direct responsibilities are to guide and inspire the talented and ambitious students, so they can become happy and leaders of new inventions and innovations:

As a Senior-Lecturer, I teach following subjects: Machine Learning Fundamentals, Introduction to Programming, 3D Animation and Modeling, Web development in Go Lang;

SOSIVIO, Autonomous Cloud Native

San Francisco, California, USA

Machine Learning Engineer

January 2021 — July 2023

- StartUp environment with progressive team. Everyday learning something new regardless of my direct responsibilities from co-workers and team leads;
- My direct responsibilities lay in between collecting data, preprocessing and running through NLP oriented ML and DL models. I am part of R&D team at SOSIVIO;
- Played a key role in the development of cloud-native ML solutions. Worked extensively with Go Lang for building scalable and efficient data processing pipelines;

International Information Technology University

Almaty, Kazakhstan

Senior-Lecturer

February 2018 — May 2022

- I find myself enjoying my work with students. Everyday discussions with them pushes me forward and improves my knowledge. And that is what I like in teaching at university;
- Out of teaching processes, I engage in side projects by the Innovation Center at university in the machine learning realm. Last project I worked on became a base for my PhD research project. Overall, teaching at university is in many ways beneficial for me;

Re:point CV(Computer vision) / ML engineer Almaty, Kazakhstan

September 2019 — February 2020

Here I was lucky to work with awesome team who loved their jobs and always welcome to help with any technical

questions and not;

- Again, while working in this great environment I was able to learn more and gain more practical knowledge on Machine Learning. Also, one of the many valuable skills I have learnt during my job at re:point startup company was to deploy results of our job to real world and get a feedbacks;
- Specialized in developing computer vision models for real-time image processing applications. Integrated these models into larger software systems using Go Lang and Python;
- Tech. stack: Keras, Git/GitHub, Atlassian, Smart-Git, VS code, Linux

Freelancer Almaty, Kazakhstan

ML engineer / Data scientist

May 2018 — November 2018

Provided consultancy and development services for medical startups, focusing on predictive analytics using machine learning;

Overall, during these six months I was able to learn a lot about Artificial Intelligence and where/how to implement them in the real world. It was invaluable experience for me which set me to pursue ML engineer path;

 Tech. stack: Tensorflow, Git/GitHub, Slack, Trello, Python ML packages (skit-learn, pandas, numpy, seaborn), VS code, Linux;

International Information Technology University

Almaty, Kazakhstan

Teacher Assistant

September 2015 — December 2015

- I was teaching assistant in Android Mobile Development Elective Course for 1 semester;
- $\circ \ \ I \ have \ improved \ a \ set \ of \ skills \ like \ working \ with \ different \ students/personalities, \ time \ management, \ leadership;$
- Assembled a team of my students who worked on few successful projects. Nowadays, they are successfully implementing their knowledge in real-life problems;

KAZAKH-RUSSIAN MEDICAL UNIVERSITY

Almaty, Kazakhstan

3D modeling, visualization, and animation

September 2012 — May 2013

- I was responsible to visualize the research results made at Kazakh-Russian Medical University Labs, specifically, heart attacks deceases;
- Allowed me to implement all my knowledge which I have previously gained;
- Also, I learned some basic medical terminology and human body structure. It was valuable experience in terms
 of both technically and socially;

KCG (Kazakhstan Computer Graphics)

Almaty, Kazakhstan

Intern (3D modeling, visualization and animation)

January 2012 — April 2012

- Before the internship, people from KCG provided a group of students with 3 month accelerated courses in 3Ds Max Studio. Afterwards, few students were given a chance to have an internship at KCG. During the internship, I excelled my skills in using 3Ds Max Studio and Motion Builder;
- Working with professionals I learned how important is to meet deadlines and I have good quality product;
- All the knowledges that I have acquired at KCG helped me to understand what I am most passionate about, which is Computer Graphics and Digital Media Content;

SKILLS

- Languages: Fluent in English, Russian, and Native in Kazakh
- **Proficient**: High proficiency in Go Lang Python, Java, SQL
- Tools: VS Code, PyCharm, Android Studio, Unity 3D, 3Ds Max Studio, MotionBuilder(Basics)
- Frameworks: Tensorflow, Keras, PyTorch, Spacy, Sckit-learn, NumPy, Pandas
- **Hobbies**: Keen interest in space exploration, contributing to several open-source projects in this domain. Avid soccer player and chess enthusiast, participating in local leagues and tournaments. Passion for 3D/2D modeling and painting, Video Games.