


Vitalii Vrublevskiy

Software Engineer

 vitalii-vrublevskiy



+380680550459



github.com/vrublevskiyvitaliy



vrublevskiy

 LeetCode vitalii-vrublevskiy

 CODEFORCES Steel_Rat11

 kaggle steelrat11



vitalii.vrublevskiy@gmail.com

Competitions

- Participant of 2014 and 2015 Ukraine ACM ICPC.
- 2013: 27th All Ukrainian Olympiad in Informatics, Lugansk, Ukraine **third diploma**.

Publications

- 2017: Constructing a unified algorithmic platform based on Voronoi diagram.
- 2017: Greedy approach for solving Art Gallery Problem

Personal qualities

- Team player, purposeful, responsible, sociable, patient, disciplined and fast learner.

Education

Expected

June 2019

Master degree in Informatics

Taras Shevchenko National University of Kyiv
Faculty of Computer Science and Cybernetics

Kyiv, Ukraine

June 2017

Bachelor degree with Honours in Informatics

Taras Shevchenko National University of Kyiv
Faculty of Computer Science and Cybernetics

Kyiv, Ukraine

Projects

• Implemented structured data extraction from unstructured text

The main goal of the project is to divide law documents into sections. I did it by parsing documents and creating structure of the lists, because based on the data in 90% sections names is used in numeration lists.

• Developed a system for Named Entity Recognition

I chose the CRF method and researched what features could be used, what annotations of named entities get better results, and tested the stability of them at Spanish and Dutch language.

• Designed system for automatic discrimination between printed and handwritten text in documents

Used Otsu binarization, dilation and connected components to divide text into words and for each word decided class based on textural and structural features.

• Parallel programming

Implemented parallel Dijkstra algorithm using MPI, OpenMP. Exploring CUDA for building K-d tree. I used university PARCS approach to solve knapsack problem.

• lun.ua

Lun.Novostroyki - service for choosing apartments at new buildings. PHP, Python, MySQL, JS, Elasticsearch, Angular 2. Provided ideas to improve project architecture, divided tasks into stages and implemented them.

• MP5 Project - WeDesign.Live

Web based live collaborative platform for designing with slicer software. Developed JavaScript side of designer, architecture for constructive solid geometry (CSG) technique, implemented tree based data structure which decreased required memory and calculation time.

• NBA Totalizator based on Naive Bayes.

Simple predictive model of NBA game based on Naive Bayes approach using results of previous games.

See my other projects at my 