Vitalii Vrublevskyi

Software Engineer

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github.com/vrublevskiyvitaliy

vrublevskyi

LeetCode vitalii-vrublevskyi

CODEFORCES Steel_Rat11

kaggle steelrat11

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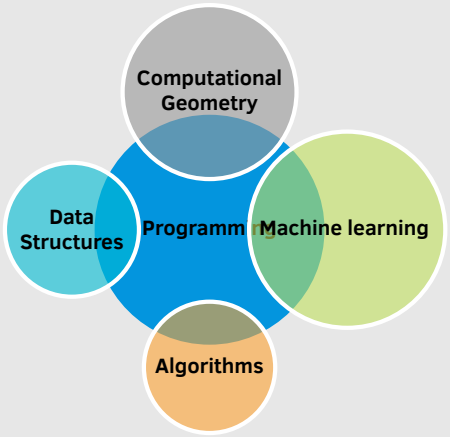
Competitions

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

Skills



Goals

- Develop and master my technical and soft skills.
- Try to make an impact.
- Explore world.

Personal qualities

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

Education

Expected June 2019 — **Master degree in Informatics** — Kyiv, Ukraine
Taras Shevchenko National University of Kyiv
Faculty of Computer Science and Cybernetics

June 2017 — **Bachelor degree with Honours in Informatics** — Kyiv, Ukraine
Taras Shevchenko National University of Kyiv
Faculty of Computer Science and Cybernetics

Projects

- **Implemented structured data extraction from unstructured text**
  The main goal of the project is to divide law documents into sections. My team did it by parsing documents and creating structure of the lists, bacause based on the data in 90% sections names is used in numeration lists.
- **Developed a system for Named Entity Recognition**
  My team 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 programing**
  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

Publications

2017 — **Constructing a unified algorithmic platform based on Voronoi diagram.**
PDMU-2017 XXIX International Conference
Paper is dedicated to the development of a unified algorithmic platform to create visualization and computer modeling systems.

2017 — **Greedy approach for solving Art Gallery Problem**
XV International conference "Shevchenkivska Spring 2017"
We proposed greedy approach using Segment Tree and Polygon Convex Decomposition.