

# Vitalii Vrublevskiy

Software Engineer

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github.com/vrublevskiyvitaliy



vrublevskiy

**LeetCode** vitalii-vrublevskiy

**CODEFORCES** Steel\_Rat11

**kaggle** steelrat11

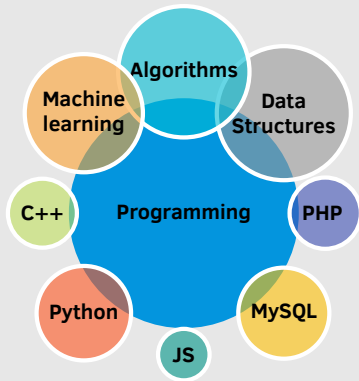


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## Competitions

- Participant 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**

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. My team did it by parsing documents and creating structure of the lists, analysed semantic closeness of paragraphs.

### • 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 programming

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

### • 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

## Experience

Sep 2015 -

Present

**Software Engineer**

Kyiv, Ukraine

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, implemented them.

Sep 2015 -

Dec 2016

**Software Engineer (Remote)**

London, UK

MP5 Project - WeDesign.Live

Web based live collaborative platform for designing with slicer software. JavaScript, C++, Python, Computational Geometry, Linear Algebra. Developed JavaScript side of designer, architecture for constructive solid geometry (CSG) technique which decreased calculation time.

## Publications

2017

**Constructing a unified algorithmic platform based on Voronoi diagram.**

PDMU-2017 XXIX International Conference

2017

**Greedy approach for solving Art Gallery Problem**

XV International conference "Shevchenkivska Spring 2017"

