


# Vitalii Vrublevskiy

Software Engineer

 vitalii-vrublevskiy



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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**.

## 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

### • NBA Totalizator based on Naive Bayes.

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

### • Developed system for Named Entity Recognition

### • Implemented structured data extraction from unstructured text

### • Implemented basic chess engine using Lisp

### • Developed solver for puzzle '8' using Prolog

### • 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.

### • Created classifier for "Titanic" passengers using SVM algorithm

### • Explored scrapy python library for parsing sites

### • Implemented library for manipulation with big numbers and applied it in RSA algorithm implementation

### • Explored Android Camera2 API, create android app for taking photos with different focus distance

### • Explored lex & yacc in order to parse and analyse data base description MI language

### • Implemented NRZI and MLT-3 encoding and decoding

### • 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.

### • Explored signal processing using least squares approach, image filtering in Matlab

### • Implemented minimization of deterministic finite automata in Java

### • Created web-based interactive system for proving predicates of first-order logic

### • Developed information system for Intellectual games using C# and LINQ

### • Developed approximation of function and calculating integral using Simpson method in Angular

## Experience

Sep 2015 -  
Present

**Software Engineer**

lun.ua

Kyiv, Ukraine

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

Sep 2015 -  
Dec 2016

**Software Engineer (Remote)**

MP5 Project - WeDesign.Live

London, UK

Web based live collaborative platform for designing with slicer software. JavaScript, C++, Python, Computational Geometry, Linear Algebra, 3D solid modeling. Developed JavaScript side of designer, architecture for constructive solid geometry (CSG) technique, implemented tree based data structure which decreased required memory and calculation time.