

Vitalii Vrublevskiy

Software Engineer

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github.com/vrublevskiyvitaliy

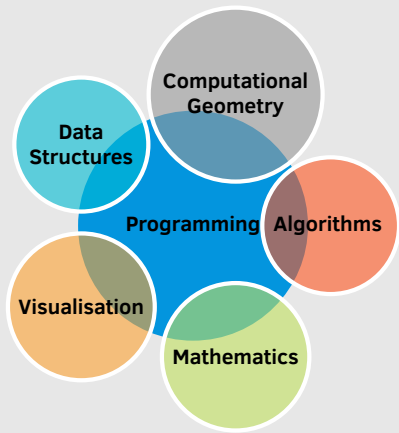


vrublevskiy

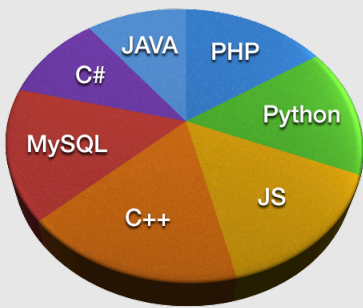


vitaliyvrublevskiy@gmail.com

Skills



Languages



Awards

University:

- Participant of 2014 and 2015 Ukraine ACM ICPC.

High School:

- 2013: 27th All Ukrainian Olympiad in Informatics, Lugansk, Ukraine **third diploma**.

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

Experience

Sep 2015 -

Present

Software Engineer

Kyiv, Ukraine

lun.ua

Lun.Novostroyki - service for choosing apartments at new buildings.

- Languages: PHP, Python, MySQL, JS.
- Technologies: 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.

- Languages: JavaScript, C++, Python.
- Skills: Computational Geometry, Linear Algebra, 3D solid modelling, high performance numerical and graphical calculations on browser (JS/Emscripten);
- Developed JavaScript side of designer, architecture for constructive solid geometry (CSG) technique, implemented tree based data structure which decreased required memory and calculation time.

Projects

2017

NBA Totalizator based on Naive Bayes

Taras Shevchenko National University of Kyiv

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

2017

Named Entity Recognition

Taras Shevchenko National University of Kyiv

We 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.

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.