Vitalii Vrublevskyi

Software Engineer

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github.com/vrublevskiyvitaliy



vrublevskyi



C LeetCode vitalii-vrublevskyi





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Competitions –

- Particiant 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** Kyiv, Ukraine

Kyiv, Ukraine

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

June 2017 **Bachelor degree with Honours in Informatics**

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

Projects

2017 **NBA Totalizator based on Naive Bayes**

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

2017 **Named Entity Recognition**

> 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.

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.