Vitalii Vrublevskyi

Software Engineer

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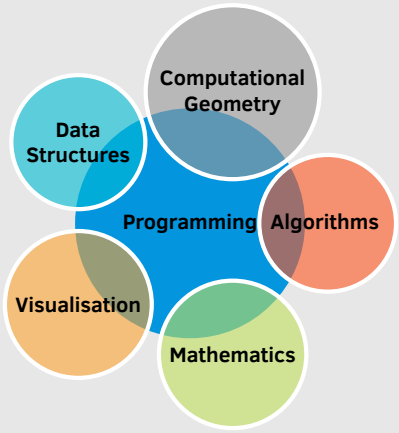
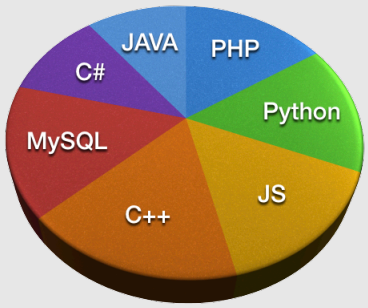
Skills



Languages



Awards

University:

- Particiant 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** — 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

Experience

Sep 2015 - Present — **Software Engineer** — lun.ua
Kyiv, Ukraine
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.