Vitalii Vrublevskyi

Software Engineer

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vrublevskyi

LeetCode vitalii-vrublevskyi

CODEFORCES Steel_Rat11

kaggle steelrat11

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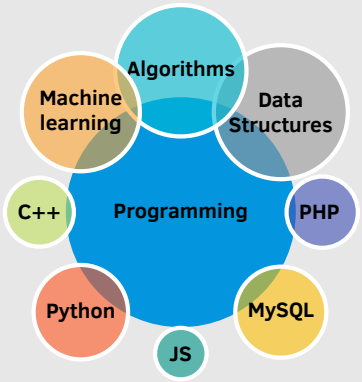
Competitions

- Particiant 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** — 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

Hackatons

- **2017 Kyiv Computer Vision Hackathon: Pedestrian Safety**
  My team and I designed and implemented detecting pedestrians using SSD neural network and estimating distance to them using camera properties and road perspective.

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.
- **Developed a system based on parallel programing**
  Implemented parallel Dijkstra algorithm using MPI, OpenMP. I explored CUDA for building K-d tree. I used university PARCS approach to solve knapsack problem.
- **Designed and implemented 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

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

Software Engineer (Remote) — Sep 2015 - Dec 2016
MP5 Project - WeDesign.Live, London, UK
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

Constructing a unified algorithmic platform based on Voronoi diagram. — 2017
PDMU-2017 XXIX International Conference

Greedy approach for solving Art Gallery Problem — 2017
XV International conference "Shevchenkivska Spring 2017"