Zaburskiy Anton

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Education

Program/Course	Institution/Board	%/CGPA	Year
Mathematics	Faculty of Mathematics HSE Moscow	**7.48/10**	2021-25
Yandex Lyceum	Yandex Academy Moscow		2018-20
Algorithms and data structures	Faculty of Mathematics HSE Moscow		2023
Machine Learning 1	Faculty of computer sciences HSE Moscow		2023-2024

Projects

1. *New York City Taxi Trip Duration* **Kaggle**

- As part of my participation in the Kaggle competition "New York City Taxi Trip Duration," I proficiently applied machine learning and geospatial analysis technologies. I optimized Ridge and Lasso models, leveraging time series methods to handle anomalies in taxi trip data. The outcome resulted in significant improvements in predictive accuracy. My experience also encompasses the implementation of new features based on data interactions and geospatial analysis to enhance forecasting quality.
- ***Used tools**: Python, sklearn, pandas, seaborn, matplotlib.*

2. *GBM Implementation*

- Developed a Gradient Boosting Machine (GBM) implementation in Python, leveraging decision tree regressors as base models and incorporating advanced techniques such as early stopping and hyperparameter tuning. Implemented feature importance analysis and model blending. Additionally, explored the integration of CatBoost, achieving enhanced performance compared to blending with logistic regression and demonstrating proficiency in machine learning algorithms and optimization techniques.
- ***Used tools**: Python, catboost, optuna (for parameter tuning), numpy, sklearn, seaborn, matplotlib.*

3. *Telegram cooking bot* **Yandex.lyceum**

- I developed a Telegram bot utilizing Python and key libraries such as sqllite3, sqlalchemy, and telegram.ext. The bot, integrated with Yandex Maps API, allows users to input ingredients, fetching recipes from a sqllite3 database.
- ***Used tools**: Python, sqllite3, yandex maps api, Python3 libraries such as sqlalchemy, telegram.ext, requests.*

4. *Dungeon game on Python* **Yandex.lyceum**

- Created a 2D game in Python 3 using the Pygame library in the dungeon genre. The game features 3 levels, weapons, a mini-level system, and boss battles. The player navigates through the dungeon, collects keys, and fights monsters. The gameplay mechanics include a classic WASD control scheme and code for calculating monster movements and attacks based on the player's position. Game also consists rating system which is implemented using SQLlite3 data base.
- ***Used tools**: Python, sqllite3, pygame.*

Skills

- Python: OOP, NumPy, pandas, pytorch, sklearn, GitHub
- Math: Real analysis, Complex analysis, Linear algebra, Analysis on smooth manifolds, Basics of abstract algebra, Differential equations, Machine learning, Deep learning