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ILLIA SYNIUHIN

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EMPLOYMENT

Asana | Software Engineering Intern
API (Platform) Team
Admin Empowerment (Product) Team
Jul 2017 - Jul 2018
San Francisco, CA, USA

- Enhanced rich text support throughout the entire tech stack, focusing on API.
- Co-designed feature versioning framework in **Scala** API and adapted it to **JS** API.
- Built divisions feature, which involved designing and developing components on the entire stack - from data model design to front-end engineering.
- Designed and developed critical admin features: comment-only projects and comment-only boards.
- Contributed to other parts of Asana, including data engineering, optimizing back-end services and prototyping "do not disturb" feature for Android app.

Megogo | Software Engineer
Core Web Team
Mar 2017 - Jun 2017
Kyiv, Ukraine

- Developed a new version of the core web app in **Scala**, **Java**, and Lightbend ecosystems.
- Architected and developed microservices for data analytics and user operations.
- Optimized queries to MySQL from 10 seconds to less than 1 second, thereby drastically improving the performance of the web app.

Google | Software Engineering Intern
Android Development Tools Team
Jul 2016 - Sep 2016
London, UK

- Developed report viewer for Android GPU Debugger gapid in Android Studio.
- Adapted Graphics API Language for better report and error generation.
- Improved report generation on the server with localization and tag system.
- Reduced execution time on most of the trace files.
- Wrote lexer and integrated syntax highlighting for OpenGL ES inside IntelliJ IDEA.
- Added server and client support for changing shader source and propagating new shader through the entire trace.

Google | STEP Engineering Intern
Google Shopping Team
Jul 2015 - Sep 2015
Zurich, Switzerland

- Developed a Flume C++ pipeline for extracting and processing shopping data.
- Analyzed and forecasted Shopping-specific traffic, which helped Shopping team to do better resource planning, using CausalImpact.

INDEPENDENT WORK

Grasply | Hackathon Project
1st place at KPI Vision Hack

Web service, powered by Conditional Generative Adversarial Network (CGAN) which enhances simple black and white sketches and makes them look like a Renaissance painting. Used Torch, Python back-end, and vanilla JS frontend.

Readily | Personal Project
50k downloads
Github | Google Play

Speed-reading application for Android OS, powered by RSVP technology and inspired by Spritzer™ project.

Play Framework | Open Source
Github

Contributed to Play Framework - open source Scala / Java Web Applications Framework. Fixed OpenID 2.0 support and improved docs.

Storyteller | Course Project
Github: Android client | Flask backend

Android application and simple Flask server working around neural-style by Ryan Kiros - an NN-based system which generates stylized image description.

EDUCATION

Kharkiv National University Bachelor's in Computer Science Jun 2018

ADDITIONAL AWARDS

1. KPI Vision Hack (Ukraine, 2016): 1st place with Grasply project.
2. National Algorithmic Competition (Ukraine, 2014): top 50 in the country.

LANGUAGES AND TECHNOLOGIES

- **Languages**: Scala, Java, C/C++, Python, Go, JavaScript, TypeScript, R, MATLAB, Haskell.
- **JVM Frameworks**: Akka, Play Framework, Slick, Anorm, Lagom, Spark, Spring, Guice.
- **Machine Learning**: Tensorflow, Caffe, Torch, Keras, scikit-learn, OpenCV.
- **Web**: React.js, Angular 4.
- **Google specific**: Flume, F1, Dremel, CausalImpact.