

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 [Causallmpact](#).

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.
- **JVM-related:** Akka, Play Framework, Slick, Anorm, Spark.
- **Machine Learning:** Tensorflow, Caffe, Torch, Keras, scikit-learn, OpenCV.
- **Web:** React.js, Angular 4.
- **Google specific:** [Flume](#), [F1](#), [Dremel](#), [Causallmpact](#).