

I'm a Computer Vision Engineer based in Krakow, Poland. My main specializations include Computer Vision, Deep Learning and Machine Learning. I mostly worked on projects with Object Detection, Face Recognition and Domain Adaptation at work and implemented Random Forest,

Work Experience:

Glimpse Analytics - Senior Computer Vision Engineer - from 24.04.2023 till 07.12.2023

Responsibilities and results:

- 1) Making a Docker image to run Core library inside within the Openvino dependencies requirements
- 2) Preparing validation datasets for Detection and Tracking algorithms in MOT format
- 3) Preparing training datasets from customer's data for custom Detection and Classification use cases, and training and validating models on them
- 4) Models conversion, optimization and delivery
- 5) Research on a more accurate Tracking algorithms with checking them on customers' videos
- 6) Core code refactoring

EzSpeech - CV Tech Lead - from 21.09.2022 till 01.02.2023

Responsibilities and results:

- 1) Team Leading of a team of 4 developers - delivering tasks
- 2) Conducting technical interviews on Computer Vision Engineer and Backend Engineer positions
- 3) Code refactoring
- 4) Code optimization
- 5) Checking and testing new approaches for facial parsing algorithms
- 6) Making data acquisition process faster

Epam Poland - Data Scientist - from 17.01.2022 till 31.10.2022

Responsibilities and results:

- 1) Conducting technical interviews on Data Scientist, Machine Learning Engineer, Computer Vision Engineer positions
- 2) Collecting data for Object Detection and Tracking tasks for running at Jetson Nano device
- 3) Making Knowledge Transfer sessions with short explanation of modern approaches related to business problems
- 4) Providing presales materials
- 5) Team leading a project related to faster rendering
- 6) Making a lot of research about suitable approaches and datasets

Umojo, Inc - Machine Learning Engineer - from 04.09.2021 till 30.12.2021

Responsibilities and results:

- 1) Hired people on positions of Computer Vision Engineer, Speech Recognition Engineer, Chatbots Developer
- 2) Conducted technical interviews on the positions listed above
- 3) Collected data for training purposes on some rare use cases for object detection task
- 4) Made GAN pipeline for making synthetic data realistic

Sharper Shape - ML Engineer - from 26.04.2021 till 01.07.2021

Responsibilities and results:

- 1) Worked on data pipelines
- 2) Research on 3d rendering and Gans staff

Suricat Vision - Computer Vision Engineer - from 17.04.2020 till 30.10.2020

Responsibilities and results:

- 1) Dataset preparation for GAN training - data download, parsing and filtering
- 2) GAN models research

Dowell / Everypixel - Computer Vision Engineer - from 23.03.2020 till 31.07.2020

Responsibilities and results:

- 1) Research and enhancement of current pipeline for face swap - working on making high resolution of face swap
- 2) Research of face detection and landmarks detection frameworks concerning their inference time on different servers

MaritimeAI.Net - Computer Vision Engineer - from 15.05.2019 till 24.08.2022

Responsibilities and results:

- 1) Implemented a sonar images generation pipeline with GANs - the use of synthetic dataset improved quality of object detection for 14%
- 2) Did research on underwater dehazing pipelines
- 3) Trained a multi-class segmentation baseline for ice ground segmentation
- 4) Worked on video superresolution baseline research
- 5) Explore and run demos on baseline networks for 3d multi-view reconstruction
- 6) Did research about pipelines on object detection for ARM processors

Arni.io - Senior Data Scientist - from 01.02.2019 till 30.04.2019

Responsibilities and results:

- 1) Trained several GAN models for response text generation in the Russian and English languages
- 2) Worked on optimization of inference time - current model in production works 2.5 times faster than the previous one
- 3) Made a model of paragraph sentence ratio with 80% AUC quality

Deep Learning Engineer, freelancer - from 15.10.2018 till current time

Responsibilities and results:

- 1) Developed a pipeline of based on insight face
- 2) Created a full pipeline of 3d head generation from one single image
- 3) Creating a database of Deep Fake videos using various deep learning techniques from downloaded and splitted Youtube videos

- 4) Research of applications, light-weighted neural networks and frameworks for age/race/gender detection on ARM processors
- 5) Researching and compiling a demo of application for gaze detection

LLC Oxagile - Deep Learning Engineer - from 08.08.2018. till 26.09.2018

Responsibilities and results:

- 1) Training GANs for making synthetic datasets for face identification (standard models don't work because of camera distortion)
 - 2) Training face identification model on prepared data and implementing it to current framework
 - 3) Training Object Detection model on satellite imagery
- Improved quality of face identification model to 25%.

Mapbox – Data Scientist – from 04.12.2017 till 24.07.2018

Responsibilities and results:

- 1) Did Domain Adaptation with GANs to provide data of various weather conditions for training models. It has helped to improve a quality of Detection and Instance Segmentation models up to 30% in night and rain weather conditions
- 2) Prepared data for training Classifier model of 200 classes (overmapped existed classes and got statistics of them)
- 3) Trained models for Instance Segmentation task
- 4) Made internal tools to Data Science team for better obtaining data for training models
- 5) Kagglng a lot at free time (Data Science Bowl -Top14%, Camera Identification Challenge - Top39%, models for WAD CVPR Challenge (segmentation))

TDI Group – Game Developer, Sound Designer - from 11.05.2017 till 09.08.2017

JSC Tut&Tam Logistics – Economist – from 25.07.2016 till 21.03.2017

BSEU Case Club – from 08.01.2014 till 23.06.2016

Responsibilities and results:

- 1) Case championships, workshops organization

Education:

2000-2011 – Gymnasium №7, Minsk

2011-2016 – Belarusian State Economic University, Faculty of International Relations, economist-analyst, graduated with average point 8.0

Technology stack:

Python, Bash, C#, C++, Unity, Unreal Engine, Git, Docker, Blender

Candidate in Master in Chess.