

Andrey Ryabtsev

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Seattle, WA

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EDUCATION: UNIVERSITY OF WASHINGTON (Seattle, WA)

Computer Science, B.S. *Magna Cum Laude* (conferred March 2020, 3.90 GPA)

Computer Science, M.S. (expected graduation June 2021)

Curated relevant coursework:

- 431: *Theory of Computation*
- 333: *Systems Programming*
- 521: *Algorithms (grad)*
- 446, 490G1: *Machine Learning, Deep Learning*
- 576: *Computer Vision (grad)*
- 547: *Natural Language Processing (grad)*

EMPLOYMENT HISTORY

Inter-State Studio

July 2020 - September 2020

Machine Learning Consultant

- Applied and customized machine learning models published by the UW Reality Lab to this photo agency's data and requirements, including extreme image resolution
- Wrote documentation to enable the studio's engineers to continue development and deployment

Palantir Technologies - Seattle, WA

June 2019 - September 2019

Software Development Engineer Intern

- Enhanced deployment infrastructure code, primarily security and robustness improvements
- Managed, monitored, and automated jobs on clusters of up to thousands of machines with Go and Kubernetes
- Delivered technical reports and proposals to fellow team members both in the office and across the globe

SR Education Group - Kirkland, WA

June 2018 - February 2019

Full-Stack Software Engineer

- Designed and implemented automated A/B testing for email outreach with detailed statistical analytics
- Updated and maintained scalable in-house CMS that uses modular widget-based design
- Consistently ranked in top 3 by automated company-wide code efficiency and productivity metrics

TEACHING & RESEARCH

- **University TA:** Software Design (spring '19), AI (fall '19), Grad AI (winter '20), Algorithms (spring '20)
- **Prime Factor:** a math & computer science extracurricular school in Bellevue, WA
 - 2014-16: volunteered as a TA for CS fundamentals for grades 6-8
- **UW Reality Lab:** research in computer vision under supervision by postdoc
 - Focus: fast and accurate high-resolution matting for images and video
 - Acknowledged by lab's CVPR 2020 project for expanding and documenting released code

PROJECTS, ACHIEVEMENTS, SKILLS

- Competitive programming: team qualified to represent UW in West Coast regionals of ICPC in 2017 and 2019
- Designed and developed an in-browser game that accrued over 65,000 plays online
- I am experienced in Java, C#, C++, Ruby, Python, JavaScript, Go, MySQL, and others. I enjoy working with others and learning new languages, frameworks, and approaches to solve challenging problems.