

Daniil Zinovyev

Computer, Mathematical and Statistical Sciences

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RELEVANT EXPERIENCE

Software Development Engineer II, Amazon (March 2021 - Present)

- Developed a large-scale **learning management system** for Amazon associates in a fast-paced agile environment, collaborating with stakeholders to create an application that addressed their specific training and development needs.
- Led a large-scale project with multiple teams and cross-functional stakeholders, driving alignment and ensuring successful delivery of a complex integration in a highly collaborative environment.
- Developed an end-to-end data reporting solution for business intelligence, leveraging technologies such as **Spark, Kafka, ElasticSearch, Glue, Kinesis** to provide comprehensive insights and facilitate data-driven decision-making.
- Utilized various **AWS** services, including **Lambda, DynamoDB, S3, SNS, and Step Functions**, to deliver robust and scalable applications.
- Employed programming languages such as **TypeScript (NodeJS), Java, and Python** to build diverse software projects, as well as leveraged the **Angular** and **React** frameworks to create feature-rich and responsive web applications.

Machine Learning Engineer, RBC, Toronto (May 2019 – August 2019)

- Collaborated with the Machine Learning team to develop analytics using **Python, SQL, and JavaScript**, while optimizing feature bucketing distribution algorithms for **Big Data** managed by a **Hadoop** cluster.
- Conducted comprehensive performance analysis of **XGBoost** and **Random Forest** models, utilizing metrics such as **ROC Curves, Non-Cumulative Lifts, and Confusion Matrices** to ensure accurate evaluation.
- Implemented the **LIME Explainer** for black-box model testing, streamlining the process and automating client look-up dashboards for improved user experience.

University of Toronto Teacher Assistant (September 2016 – December 2017)

- Facilitated a smooth transition for students from high school to university, providing guidance and support to navigate the new academic environment.
 - Delivered tutoring in various **Mathematics** and **Computer Science** subjects, ensuring students remained on track with their coursework and preventing them from falling behind academically.
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EDUCATION

University of Toronto Scarborough (September 2016 – April 2020)

Honours, Bachelor of Science in Mathematical and Computer Sciences

PROJECT EXPERIENCE

Forgotten Treasures: C#, Unity Engine, OOP, JavaScript (September 2017 – January 2018)

Designed an Idle Clicker mobile game featuring various worlds to explore, resource mining, and skill upgrading.

Make Light: C#, Unity Engine, OOP, SQL (July 2018 – August 2018)

Created a puzzle game that challenges players to build circuits with various components in order to light up a bulb at the end.

Real-Time Image Recognition: Python, TensorFlow, MobileNet (September 2017 – June 2018)

Constructed a dataset of video game images and trained a machine learning model to identify these structures on-screen in real-time.

Stocks Predicting Software: Python, NumPy, TensorFlow (June 2020 – June 2021)

Created a software that predicts long-term stock prices using a combination of methods, including LSTMs for predictions, web scraping for stock-influencing news, and analysis of crucial historical price data.

SUMMARY OF SKILLS

- **Programming Skills:** Python, Java, TypeScript, JavaScript, HTML, C++, C, MySQL, AWS, Angular, React, Spark, NodeJS, Flask, R.
- **Computer Skills:** Unity, Android, Linux, Windows, MacOS, Microsoft Office.
- Demonstrated excellent leadership and communication skills through leading and collaborating on multiple computer science projects in both university and professional settings.
- Proficient in working independently, honed through the completion of numerous personal, independent projects.
- Adept at quickly learning and adopting new languages and software programs, stemming from a history of self-learning and hands-on project experience since middle school.