



Dimitri Rusin

Prospective PhD student

Experienced software engineer with a robust background in computer science and deep interest in reinforcement learning. Pursuing a PhD degree to deepen my expertise in reinforcement learning and to actively contribute to the expanding global community in this field.

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📍 Paris, France

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WORK EXPERIENCE

Research Engineer

Sorbonne University and French National Centre for Scientific Research (CNRS) [🔗](#)

08/2023 - Present

Paris, France

Achievements/Tasks

- Working on [IOHprofiler](#), a software for measuring the performance of discrete optimization heuristics.

Software Engineer

Freelancer

2022 - 2023

Ho Chi Minh City, Vietnam

Achievements/Tasks

- Developed a Python/cadCAD simulation to model and analyze economic transactions and wealth distribution in a virtual economy.

Research Scientist

German Research Centre for Artificial Intelligence (DFKI) [🔗](#)

2020 - 2021

Kaiserslautern, Germany

Achievements/Tasks

- Developed software for managing and visualizing data from factory machine operation.

Software Engineer

enteria [🔗](#)

2018 - 2020

Aachen, Germany

Achievements/Tasks

- Developed software for organizing source code using git.
- Developed a website plugin for visually creating remote commands for Android devices.

EDUCATION

Parisian Research Master in Computer Science (MPRI)

École normale supérieure Paris-Saclay (ENS Cachan) [🔗](#)

09/2017 - 03/2018

Paris, France

Courses

- Courses: quantum computation, combinatorial optimization and algorithm analysis.
- First student ever to be admitted into the MPRI Erasmus+ program.

M.Sc. and B.Sc. in Computer Science

RWTH Aachen University [🔗](#)

09/2014 - 05/2020

Aachen, Germany

Courses

- Courses: operating systems programming, mathematical logic, machine learning, algebra.
- Worked through [David Silver's 16-hour reinforcement learning course](#).

SKILLS

Programming: C++, Python, Java, Golang

Technical writing

Data visualization

Reinforcement learning

Databases

PERSONAL PROJECTS

Game tree for Tic Tac Toe [🔗](#)

- Visualization of the game tree for Tic Tac Toe
- Explore here: <https://habimm-tic-tree.netlify.app/>

Detector of objects in images [🔗](#)

- Using Python and an established computer vision library.

ACHIEVEMENTS

Won \$1,000 in a discrete optimization contest at TopCoder.com (in August 2019)

[🔗](#)

Implemented a Knapsack algorithm in C++.

Certificate in a nation-wide math competition (06/2012)

Solved 1 out of 4 nation-wide math problems.

Finished a marathon (08/2018)

Ran 42.195 km in 4:36 hours.

Participated in a hackathon (11/2020)

Designed and specified an app for public transportation in a highly engaged team.

LANGUAGES

English

Native or Bilingual Proficiency

German

Native or Bilingual Proficiency

Russian

Native or Bilingual Proficiency

French

Limited Working Proficiency

Japanese

Elementary Proficiency

INTERESTS

Being in nature

Japanese culture