Kanstantsin Sokal

me@kanstantsin.dev • 650.495.8390 • San Francisco, CA

LINKS

LinkedIn: <u>kanstantsin-sokal</u>
Github: <u>kostyaby</u>
CodeForces: **<u>kostya_by</u>** (2540)
TopCoder: **<u>Kostya_by</u>** (2207)

AWARDS

World Finalist, 2016
ACM ICPC

Silver Medalist, 2013
International Olympiad in Informatics

Multiple Awards, 2011-2013
Belarusian Olympiad in Informatics

AREAS OF EXPERTISE

Augmented Reality
Computer Vision
Image Processing
Real-Time Rendering
Competitive Programming

LANGUAGES

C++ (Expert)
Java (Proficient)
Python (Proficient)
TS/JS (Proficient)

Fluent in English and Russian

WORK EXPERIENCE

Google, Senior Software Engineer

Nov 2017 - Present, San Francisco, CA

- Made critical contributions to advance mobile face AR tech at Google.
- Enabled the first face AR use-cases in the main YouTube app (AR Ads & Stories) by delivering a visual effects framework, which enables efficient, realistic face AR rendering on mobile.
- Designed, developed and launched a face AR geometry library externally as Google MediaPipe Face Geometry API and ARCore Augmented Faces API.

AIMatter, Software Engineer

Sep 2016 – Nov 2017, Minsk, Belarus

- Made critical contributions to advance mobile face AR tech at a mobile computer vision (CV) startup.
- Built unique face AR camera experiences based using an in-house cutting-edge CV technology. This required delivering a VFX framework accompanied by a designer authoring tool.
- *Acquired by Google in Aug 2017.*

Google, Software Engineering Intern

Jun 2016 – Sep 2016, Mountain View, CA

- Enabled further Ads Infrastructure scaling by improving an existing data prefiltering pipeline. This saved 12% of RAM for each serving shard.

Google, Software Engineering Intern

Jul 2015 – Oct 2015, Warsaw, Poland

- Empowered Cloud engineers by developing a visual debugging tool, which helps exploring dependencies between objects in a database.

EDUCATION

Belarusian State University, BS in Computer Science

Graduated in 2017, Minsk, Belarus

PUBLICATIONS

High-Quality AR Lipstick Simulation via Image Filtering Techniques
K. Sokal, S. Kazakou, I. Kibalchich, and M. Zhdanovich,
CVPR Workshop on Computer Vision for AR/VR, Long Beach, CA, 2019