

Greg Goltsov

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I'm a data hacker. I combine data engineering with full-stack development to find and answer the most valuable questions, capable of building end-to-end systems. My diverse background includes pure mathematics, physics and computer science, combined with applied training in real-time games development. I specialise in data engineering, full-stack development, data analytics and data visualisation.

Previously, I solely designed and implemented the backend infrastructure, data pipeline and analytics for what became the world's largest community of surgeons operating online — [Touch Surgery](#). We went on to scale the platform from 60,000 to 1,200,000+ users as part of a team of 4.

LANGUAGES

3+ years: Python, Bash, SQL, JavaScript
Implemented projects in: C#, C, C++, Java, MatLab, Ruby

TECHNOLOGIES

Django, Flask, AWS, Pandas, Scikit-learn, Ansible, PostgreSQL, D3.js, Linux, Elasticsearch, PostGIS, CartoDB, Git, AngularJS, DirectX, OpenGL, Unity, Boost, LaTeX, Emacs

EXPERIENCE

January 2017 – present

Senior Data Engineer, [Southern Cross Austereo](#)

- Laying out the roadmap for transforming the company to have a more data-driven culture
- Designing and implementing an overhauled data pipeline to unite disparate data sources

July 2013 – April 2016

Analytics Scientist (Lead since January 2016), [Touch Surgery](#)

- Lead the development and support of app REST APIs, client-facing analytics dashboard products
- Worked closely with business and design teams on end-to-end feature development
- Prepared and gave product presentations to clients, including Covidien, Johnson & Johnson

2011, 2012 (4 months)

Research Assistant, [University of Abertay Dundee](#)

- [Computational Image Analysis Methods of Breast Cancer Tumour Spheroids](#) (Java, ImageJ)
- [Interactive simulation of blood clotting dynamics](#) (C++, Boost, OpenGL)
- Supervised by [Dr Anne Savage](#), [Dr Adam Sampson](#)

EDUCATION

2010–2013

BSc (Hons) Computer Games Technology [University of Abertay Dundee](#)

- Graduated with First-class Honours
- World-leading Computer Games Development course, taught in C++, C, Unity
- Heavy focus on applied mathematics and physics, in the context of real-time systems

May 2016 – January 2017

Data Scientist (contract), [Appear Here](#)

- Spearheaded the development of machine-learning suggestion system to increase # of rentals
- Self-directed, and managed the research & development of the project, within the first week of joining
- Produced and visualised insights for fund-raising decks

2015 – present

Technical Co-Founder, [Prototype-stage stealth startup](#)

- Lead a team of 4 building a micro-blog focused social network startup
- Launched closed alpha
- [Live demo](#)

2010, 2011 (4 months)

Research Assistant, [University of Edinburgh](#)

- Designed and implemented iPad version of [DERMOFIT project](#)
- Built a prototype gesture-based video browser for the iPad
- Supervised by [Prof Robert Fisher](#), [Dr Victor P. Lavrenko](#)

2009–2010

1st year BSc (Hons) Computer Science and Physics, [University of Edinburgh](#)

- Studied Theoretical Computer Science, Pure and Applied Mathematics, Physics
- Attended 1st year, then decided to change specialisation

PERSONAL

Hobbies: photography ([500px](#), [instagram](#)), cycling, travelling, coffee
Languages: Russian (native), English (fluent)