

CV

Mikhail Shubin
PhD student
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Programming

Extensive experience in software development. My work experience:

- 2015 Nokia Networks (Finland); Modelling network data traffic
- 2011- University of Helsinki (Finland); Bayesian modelling, Ecological modelling, data analysis
- 2010- National Institute for Health and Welfare (Finland); Modelling of Influenza epidemic

Education:

- 2011 M.Sc. in Bioinformatics University of Helsinki, Finland
- 2009 M.Tech. in Computer Science RSAAT, Rybinsk, Russia

Languages:

- Proficient Python, R
- Familiar with C, Fortran, MATLAB, WinBugs, ActionScript, Prolog

Other achievements:

- Developing a [computer game](#).
- Got to the Russian finals of ACM (student programming competition) twice (2008 and 2009)

Data Science

I'm doing my PhD in Bayesian statistics in the University of Helsinki (since 2011). Member of [Bayesian Statistics Group](#).

Interests:

- Data Visualization, Presentation of Information
- Bayesian Evidence Synthesis, Bayesian Statistics
- Analysis of Experimental Data
- Dynamical Modelling

Scientific publications:

- 2016 Revealing the true incidence of pandemic A(H1N1)pdm09 influenza in Finland during the first two seasons - an analysis based on a dynamic transmission model.
- 2015 Novel R Pipeline for Analyzing Biolog Phenotypic Microarray Data. [\[link\]](#)
- 2014 Parallel independent evolution of pathogenicity within the genus Yersinia. [\[link\]](#)
- 2013 Estimating the burden of A(H1N1)pdm09 influenza in Finland during two seasons. [\[link\]](#)

Communication

Working language: English. Native language: Russian.

Member of a [Helsinki Debating Society](#) since 2009.

Love teaching and enjoy giving public speeches. I was a teaching assistant for the courses:

Bayesian theory with applications	2015
Bayesian Inference	2012, 2013, 2014
Artificial Neural Networks	2008

Organizing

Co-organized the events:

2016	Helsinki Statistics Day
2015	Helsinki Statistics Day
2014	Bio Bayes Seminar

Co-organizer and a frequent participant of the [Helsinki Statistics Club](#) (2013-2015).

Leader of the editing team in the independent gaming project [The Ninth Age](#).

Visualization and Art

I'm very interested in scientific visualization and even have a [blog about it!](#)

Doing pixel art and fine art. I post my works [here](#). Some of my oldest pictures can be found [here](#) and [here](#).

Short Summary of my Life so far

