



Grigory Solomatov

Applied Mathematician | Scientific Python | Computer Vision

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About me

I'm an applied mathematician with experience in academic research and industry software development. I have worked on computer vision, image restoration, coding theory, and domain-specific modeling tools. I enjoy technical problems that require both careful abstraction and practical implementation.

Experience

- **Postdoctoral researcher** 2022–2026
University of Haifa
Computer vision and image restoration in scattering media.
- **Postdoctoral researcher** 2022
Tel Aviv University
Coding theory for neural networks.
- **Research assistant** 2021
Technical University of Denmark
Computer algebra algorithms for coding theory.
- **Software developer** 2017–2018
RailCOMPLETE
C# modeling software for railway engineers.
- **Software developer intern** 2015–2016
Schlumberger
C++ modeling software for geoscientists.

Education

- **PhD** 2018–2021
Technical University of Denmark
Computer algebra for coding theory.
- **MSc** 2016–2017
Technical University of Denmark
Applied mathematics.
- **BSc** 2012–2016
Norwegian University of Science and Technology
Physics and mathematics.

Languages

- **English:** Fluent
- **Norwegian:** Fluent
- **Russian:** Fluent

Programming

- **Python:** Pandas, NumPy, SciPy, PyTorch, Keras, OpenCV, Scikit-Learn, LangGraph, SageMath, Manim
- **JavaScript:** Node.js, Socket.IO, React
- **Matlab • Bash • C# • C++ • Rust • SQL**

Tools

- Git • Linux • Docker • $\text{\LaTeX}$ • Emacs
- Godot • Unreal Engine • Unity • Phaser

Mathematics

- Linear algebra • Optimization
- Discrete mathematics • Graph theory
- Computer algebra • Coding theory
- Computational complexity

Other skills

- Research • Problem solving • Prototyping
- Technical writing • Presentations
- Teaching • Mentoring

Interests

- Computer vision • Scientific computing
- Large language models • Agentic AI
- Data analysis • Image processing

Hobbies

- Game design • Chess • 3D printing
- Music • Running • Brazilian Jiu-Jitsu