

Vadym Melnyk - Founder and CEO at Dronehub. Data Science Engineer by education with a deep understanding of data collection and database construction. He has gained knowledge and experience in robotics and machine learning in several parts, including the USA, Poland, and Spain. Since 2015 he has been leading Cervi Robotics company, which after rebranding, in 2020 became Dronehub. Vadym is the initiator of multiple robotics projects related to UAV and has already become a respected industry expert. He is a great public speaker participating in industry conferences and debates that brings together a group of specialists about drone technology.

Vadym is passionate about Machine Learning, Artificial Intelligence, and data analytics. He has experience in the development of advanced image recognition and analysis systems in many projects with the cooperation of Microsoft and Deutsche Telekom. Vadym combines both technical knowledge and sales experience. He's a finalist in programming and robotics competitions like Imagine Cup, InfoShare, Dragons' Den, and Nescafe Creators Academy.

Vadym previously worked as Chief of Unicorn Division at Microsoft where he developed the program supporting startups at an early stage. He won his first robotic competition when he was fifteen, which allowed him to study in the United States. From his youth, he has been interested in robotics. His first project was a drone that landed autonomously. The intention was to monitor wild Africa to identify any hazards like fire or rhino poachers. In 2015 Vadym founded his first company, developing it from a small prototyping company to a global key player building best-in-class automated drone solutions. In addition, Vadym is the prizewinner of the prestigious Forbes "25 under 25" ranking, listing the most entrepreneurial and creative young people in the region.

Apart from drone projects, Vadym is also the initiator and founder of RoboSoccer - the world's first soccer game with pocket-size robots. The game was well-received on the Kickstarter platform and was 100% funded. The game is in the process of manufacturing.