Dmitrijs Naudzuns

335 Campus Dr • Amherst NY 14226 • Dmitrijs@buffalo.edu • (716)-249-7286

http://dmitrijsnau.github.io/dima

Education

University at Buffalo — Fall 2024

Computer Science Engineering GPA: 3.87
Coursework: CSE115, CSE116, CSE220 Systems Programming, CSE 250 Data Structures and Algorithms, CSE368 Artificial Intelligence, Linear Algebra MTH309,
Awards: UB Honors Scholar, UB Presidential Scholar, Dean's List 4/4 Semesters

Experience

Linde — May 2023 – Current

Full Stack Software Engineering Intern

LG&E Distribution Dashboard

- Successfully tracked Linde's distribution operations for all 350 locations in the US by processing data and KPI's previously only available through third-party services, creating a master view of the distribution process
- Leveraged FastAPI, Vue.js, Nuxt.js, Vuetify, and Google Maps API to dynamically visualize and present KPI' insights, encompassing 350,000 truck routes with 1.2M customer locations

LG&E Distribution Dashboard Luigi Pipeline

- Employed window and partitioning functions, stored procedures and table variables to seamlessly align and consolidate tables, bridging disparities between third-party data and local data sets that lacked straightforward one-to-one correspondence.
- Optimized previous SQL logic to improve matching between delivery data, leading to 90,000 additional data matches for a total of 4.5M stops.
- Engineered an efficient data transformation ecosystem with Pandas and NumPy to parse, organize, and clean data queried from the GreenMile API
- Used Luigi to run the job on an hourly and weekly basis in order to offload the data into a local SQL Server database with T-SQL

University at Buffalo — Sept. 2022 – May 2023

Computer Science Research Project Leader

- Utilized multiple sensory technologies involving visual cameras, pressure sensors and IMU sensors to provide detailed full body motion capturing of figure skating performance
- Developed the project website which allows users to upload videos of figure skating programs which were saved on a local server to be used for analysis
- Manage communication between a team consisting of 8 undergraduate students and the professor running the project, as well as delegating tasks to other team members.

Projects

Degrees of Movie Actors

Developed object-oriented programming skills by creating an application in Java which takes two movie actors as an input and returns how many movies apart they are from one another. Utilized various data-structures such as linked-lists, BSTs, generic graphs, and used BFS and DFS to explore these graphs. Populated these data structure by reading movies and casts from a csv file.

Skills

Technologies: Vue.js, Nuxt.js, NumPy, Pandas, SymPy, Plotly, Jupyter, Matplotlib, Scikit-learn, FastAPI, Bottle, git, Linux/Unix, Google Maps API, Table Design, Window/Partitioning Functions/Logic, SQL Server Management Studio, Azure Workflow, Unit Testing
Programming Languages: Python, JavaScript, Java, T-SQL, C