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Michał Słodki

📍 Warsaw, Poland

SKILLS

- **Languages:** C++, C, Python
- **Deep Learning frameworks:** PyTorch, TensorFlow, Keras
- **Technologies/Libraries:** MapReduce, Protobuf, C++ Boost, Make, NumPy/SciPy, Sklearn, Pandas, OpenCV, Unity
- **Tools:** Git, UNIX/Linux, Docker, GDB, Valgrind, L^AT_EX, Deployment Pipelines (CI/CD), Travis CI, AppVeyor

EXPERIENCE

- **Software Engineer at [Samsung R&D Center](#)** *Feb 2023 – present · 1yr*
Visual Display team C++ C GDB Valgrind Python OpenCV Unity *Warsaw, Poland*
 - (ToDo: fill in later) Glasses-free 3D monitor
 - (ToDo: fill in later) Sign Language Avatar
- **Software Development Engineer at [Amazon](#)** *Aug 2021 – Aug 2022 · 1yr*
Alexa TextToSpeech C++ C Python CI/CD *Gdańsk, Poland*
 - Worked on various projects in text normalization for Speech Synthesis in various languages
 - **Reduced latency** of a model for homograph disambiguation by **56%**
 - **Urgently fixing bugs** with wrong pronunciation helping to **deliver projects on time**
 - Extended functionality of an internal library for integration testing in Speech Synthesis **making it simple** to execute various new testing scenarios

PROJECTS

- **[BigARTM](#)** C++ Boost Protobuf Travis CI AppVeyor *Jan 2017 – Jun 2018*
Open Source library for topic modeling
Developed a tool for parallel calculation of pairwise word statistics ([code sample](#), [documentation](#))

EDUCATION

- **Master of Science in Applied Mathematics and Computer Science at [Higher School of Economics : Faculty of Computer Science](#)** *Sep 2019 – Jun 2021*
Diploma with Honours, GPA 3.90 / 4.0