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Michał Słodki

📍 Warsaw, Poland

SKILLS

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

EXPERIENCE

- **Software Engineer at [Samsung Research](#)** *Feb 2023 – present · 1yr 9mo*
Visual Display team *Warsaw, Poland*
 - **Glasses-free 3D monitor** Python Mediapipe OpenCV Unity
 - * Developed a **mathematical model** related to human perception of 3D [details are under NDA]
 - * **Experimental verification** of the model using **computer vision methods**
 - * Developed a proof of concept application in Unity using the model
 - * **Leading development** in a team of two people, planning tasks
 - **Sign Language Avatar:** an animated helper for deaf people Tizen C++ GDB Valgrind
 - * **Leading development** of the project, **communicating** needs and priorities with management
 - * Working on **simplification** of the project architecture
 - * Writing full project documentation for a **successful ownership transfer**
- **Software Development Engineer at [Amazon](#)** *Aug 2021 – Aug 2022 · 1yr*
Alexa TextToSpeech C++ C Python Deployment Pipelines (CI/CD) *Gdańsk, Poland*
 - Working on **Language Models** for Speech Synthesis
 - **Reduced latency** of a homograph disambiguation model by **56%**

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** *Sep 2019 – Jun 2021*
[Higher School of Economics : Faculty of Computer Science](#)
Diploma with Honors, GPA 3.90 / 4.0