

Reinis Šestakovskis

SOFTWARE AND MACHINE LEARNING ENGINEER

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Summary

I am a software engineer / full-stack Web developer / machine learning engineer from Latvia. I dabble in other subjects such as data science, image and audio analysis, computer graphics, combinatorial optimisation, cybersecurity and human-centered design. My dream is to help build a better world for tomorrow. Always open to new challenges and new things to learn.

Work Experience

Voi Technology AB

Stockholm, Sweden

MACHINE LEARNING INTERN

DEC 2022 – Present

- Work on **Master's thesis** titled **"Computer vision-based dangerous riding behaviors detection"**
- **Tools / technologies used:** Python, Jupyter Notebook, TensorFlow, Google Cloud Platform (GCP), Snowflake, Vertex AI

ZZ Dats, LLC

Riga, Latvia

SOFTWARE ENGINEER

DEC 2017 – AUG 2021

- **Full-stack Web development work on various public sector (government and municipality) projects**
- **Maintenance and new feature development** for existing IT systems
- **Development of entirely new IT systems and Web applications** using Agile Scrum methodology
- **Back-end:** Development of .NET C# REST APIs for Web back-ends and data processing services for communication with internal and external REST and SOAP APIs
- **Front-end:** Web UI development using HTML5, CSS, JavaScript, jQuery, Vue.js, AngularJS, Angular, TypeScript
- **Databases:** PostgreSQL, Oracle PL/SQL, Redis
- **DevOps work**, build and deployment pipeline setup using Jenkins and Drone CI, orchestration of Docker containers using Docker Swarm
- **Architecture design** and documentation, **Software Engineering pattern improvement** for both monolithic and microservice projects
- **Mentoring** of more junior colleagues and participation in more general knowledge sharing within the team and the company as a whole
- **Other tools/skills:** Git, RabbitMQ, Selenium, Unit testing, Linux, Windows

Education

Uppsala University

Uppsala, Sweden

MASTER OF SCIENCE IN COMPUTER SCIENCE

AUG 2021 – JUN 2023

- **Main topics:** Machine Learning, data engineering, image analysis, computer graphics, cybersecurity, Human-Computer Interaction, concurrent and parallel programming, combinatorial optimisation, functional programming
- **Thesis:** Computer vision-based dangerous riding behaviors detection

University of Latvia

Riga, Latvia

BACHELOR OF NATURAL SCIENCES IN COMPUTER SCIENCE

SEPT 2016 – JUN 2020

- **Main topics:** Computer science, software engineering, continuous and discrete mathematics
- **Thesis:** Music Audio Reconstruction Using Machine Learning

University of Latvia

Riga, Latvia

FIRST LEVEL PROFESSIONAL EDUCATION DIPLOMA AND "PROGRAMMER" QUALIFICATION

SEPT 2016 – JUN 2018

- **Main topics:** computer system architecture, computer networks, software engineering, Web technologies, databases, Maths

Skills and Technologies Worth Mentioning

BACK-END

- C# (.NET Framework, .NET Core)
- Python
- Node.js
- Haskell
- PostgreSQL

FRONT-END

- HTML/CSS/JavaScript
- Vue.js
- Angular
- TypeScript

OTHER

- Git
- Docker
- Jenkins
- Apache Spark
- MiniZinc

LANGUAGES

- Latvian - native
- English - excellent
- Russian - average
- Swedish - basic