# Reinis Šestakovskis

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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

DEC 2022 - Present MACHINE LEARNING INTERN

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

**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 SEPT 2016 - JUN 2018

FIRST LEVEL PROFESSIONAL EDUCATION DIPLOMA AND "PROGRAMMER" QUALIFICATION

· Main topics: computer system architecture, computer networks, software engineering, Web technologies, databases, Maths.

## **Skills and Technologies Worth Mentioning**

BACK-END	FRONT-END	OTHER	Languages
• C# (.NET_Framework,	<ul> <li>HTML/CSS/JavaScript</li> </ul>	• Git	• Latvian - native
.NET Core)	Vuolis	• Docker	English eyeellent
<ul><li>Python</li></ul>	• Vue.js	<ul> <li>Jenkins</li> </ul>	English - excellent
• Node.js	• Angular	Apache Spark	• Russian - average
<ul> <li>PostgreSQL</li> </ul>	<ul> <li>TypeScript</li> </ul>	<ul> <li>MiniZinc</li> </ul>	• Swedish - basic