Simonas Stonkus

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Work Experience

Koduu   January 2024 – Current
Software Engineer   Dublin

- Full-stack developer for Character Crucible, an AI powered, character generation platform for tabletop games.
- Worked with our designer in Figma to implement frontend components in React.
- Reduced costs by optimising backend (Node.js & Python) algorithms and API calls.
- Built an A/B testing workflow to determine user preference in layouts & increase conversion rates.
- Implemented event logging across the entire product.
- Produced a PowerBI dashboard to visualise user interaction data.
- Conducted user testing to improve overall end-to-end flow and experience.

Education

Dublin City University   Sept 2021 – Sept 2022
MSc in Astrophysics and Relativity

- Achieved first class honours (75%) on my thesis ''Studying the Anti-Hawking effect in a BTZ black hole spacetime". Expanded and tested a mathematical model of a particle detector during the research project.
- Developed skills in advanced data and mathematical analysis methods using Python through academic work.
- Attained a grade of 86% in the data analysis and machine learning module where I completed two machine learning projects, using both PyTorch and Scikit-learn.

Trinity College Dublin   Sept 2017 – May 2021
BA in Physics and Astrophysics   First Class Honours (70%)

- Achieved first class honours (70%) for my thesis where I developed a Python pipeline for identifying unusual supernovae based on lightcurve data from large datasets, contributing to further research in the detection of unusual Type Ia Supernovae.
- Elected as course representative in the final year which entailed internal governance and guidance between the university and student body. Lobbied for changes of course structure and organisation to meet the student needs more effectively.

Personal Projects

- Created a web app to calculate "accurate" timezones (aka down to the second) based on user location data. Additionally, included a game where players guess the "timezone" of various cities.
- Developed a Python bot to track and visualise marketplace value of video game items.
- Created a script to transform an image into 3D printer readable G-Code.
- Completed courses on data structures, algorithms, Java, Kotlin, SQL, and JavaScript.

Skills

- **Programming:** JavaScript/TypeScript, HTML, CSS, Tailwind, React, Node, Python, SQL, R, Java, C++, Kotlin
- **Languages:** English (*Fluent*), Lithuanian (*Native*), French (*Conversational*)

Volunteering

Dublin University Badminton Club   Sept 2018 – Sept 2023
Team Captain (2019 – 2022), Ordinary Committee member (2018 – 2022), Kits Officer (2019 - 2020)

References are available on request