

# VIKTOR CSOMOR

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## SUMMARY

Software engineer with hands-on experience and an avid interest in software design, machine learning, and parallel computing. Proficient in Java, C++, and Python. Contributed to the development of complex applications and data pipelines. Fascinated by mathematics, statistics, and theoretical computer science. Passionate about optimal solutions and efficient, maintainable code.

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## WORK EXPERIENCE

### Sep 2018 – present: Software Engineer (Machine Learning), Skyscanner, Edinburgh

Contributed to the development of a large-scale data pipeline and backend application for the collection, aggregation, and evaluation of a specific business metric of strategic importance using distributed computing technologies such as Java Spark and the AWS ecosystem.

Currently working alongside a data scientist and a team of software engineers on the development of a complex machine learning pipeline dealing with massive amounts of data for the prediction of flight searches on Skyscanner using PySpark, pandas, and scikit-learn.

### Apr 2017 – July 2018: Build and Configuration Engineer, Allianz Technology, Vienna

Developed and maintained plug-ins for an Eclipse IDE to support remote development on a Linux host environment and refactored large portions of the old codebase greatly improving code quality.

Developed both the Java backend and the Angular web frontend prototype of a build report system successfully adopted by developers and build managers company wide.

Implemented a RESTful Java web service backed by a native process pool for the execution of external DB2 stored procedures significantly increasing scalability and reducing response times.

### Sep 2016 – Mar 2017: Software Development Intern, Allianz Technology, Vienna

Implemented a secure interactive shell command executor for remote Linux machines, developed Eclipse plug-ins, and provided support and troubleshooting for users of the plug-ins.

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## PERSONAL PROJECTS

**DETROID:** A Java chess framework featuring a Universal Chess Interface adapter, a JavaFX GUI, parameter optimization support, and a principal variation search driven chess engine.

**C-ATTL3:** A C++ deep learning library for the construction and optimization of neural networks ranging from simple feedforward architectures to state-of-the-art convolutional ResNets and LSTMs.

**PP4J:** A multiprocessing library for Java that features process pool implementations and a flexible API.

**OSML:** A Python library of machine learning algorithms ranging from logistic regression and weighted k-nearest neighbours to naïve Bayes models, support vector machines, and random forests.

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## SKILLS

**Java:** Oracle Certified Java 8 Professional, Spark, JNI, JNA, JavaFX, SWT, JUnit, Mockito, Maven, Gradle, Eclipse, IntelliJ IDEA

**C++:** C++11, STL, CUDA, CuBLAS, CDNN, Eigen, Google Test, GCC, Clang, GNU Make, Doxygen, Eclipse CDT

**Python:** Python 3.x, PySpark, NumPy, pandas, Matplotlib, scikit-learn, Keras, Pytest, PyCharm

**Others:** SQL, UML, AWS, Travis CI, Drone, SonarQube, JIRA, Linux, Windows, MacOS

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## EDUCATION

**2019 – 2020:** University of Edinburgh – **High Performance Computing with Data Science MSc**

**2014 – 2017:** University of Applied Sciences Technikum Vienna – **Business Informatics BSc** (GPA: 3.5)

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## LANGUAGES

**English:** Full professional proficiency (**IELTS Academic 8.5**)

**German:** Elementary proficiency

**Hungarian:** Native proficiency