

# 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++ header-only template library for deep learning supporting the easy construction and optimization of state-of-the-art neural network architectures such as convolutional ResNets and LSTMs.

**PP4J**: A Java multiprocessing library providing 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 random forests and naïve Bayes models.

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## SKILLS

**Java**: Oracle Certified Java 8 Professional, JNI, JNA, JDBC, JPA, Hibernate, Jersey, Dropwizard, Spark, JUnit, Mockito, JavaFX, SWT, JFace, Maven, Gradle, Eclipse, IntelliJ IDEA

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

**Python**: Python 3.x, NumPy, Pandas, PySpark, Requests, Matplotlib, Scikit-learn, Keras, Pytest, PyCharm

**Database**: SQL, MySQL, Oracle, DB2, Presto

**Version control**: Git, SVN, GitHub

**Others**: AWS, Apache Tomcat, Travis CI, Drone, JIRA, Linux, Windows, MacOS, UML

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## EDUCATION

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

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## LANGUAGES

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

**German**: Elementary proficiency

**Hungarian**: Native proficiency