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/C++, and Python. Contributed to the development of complex applications and data pipelines. Commited to optimal solutions and efficient, maintainable code.

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: Software 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.

PERSONAL PROJECTS

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

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.

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.

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.

SKILLS

Java: Oracle Certified, JAX-RS, JPA, JDBC, JNI, Spark, JavaFX, SWT, JUnit, Mockito, Maven, Eclipse, IntelliJ IDEA

C/C++: OpenMP, MPI, CUDA, CuBLAS, CDNN, Eigen, Google Test, GCC, Clang, GNU Make, Doxygen, Eclipse CDT

Python: NumPy, SciPy, pandas, PySpark, scikit-learn, Keras, Matplotlib, Pytest, Invoke, PyCharm

Others: UML, SQL, GNU Bash, Git, AWS, Travis CI, Drone, SonarQube, JIRA, LaTeX, Linux, Windows, MacOS

EDUCATION

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

2014 – 2017: University of Applied Sciences Technikum Vienna – **Business Informatics, BSc**

LANGUAGES

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

German: Elementary proficiency

Hungarian: Native proficiency