Wojtek Swiderski

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Skills

Languages Python, C/C++, Java, JavaScript, Scala, Go
Technologies Tornado, NodeJS, Flask, Apache Kafka, Apache Thrift, Android SDK, PostgreSQL, MongoDB
Tools Vim, Bash, Git, IntelliJ, XCode, Visual Studio
Interests Basic understanding of machine learning (Coursera course) and artificial intelligence

Experience

Uber Technologies Inc.   *San Francisco, California*
SOFTWARE ENGINEERING INTERN - UBER FOR BUSINESS   *January - April 2016*

- Individually built three platform services responsible for centralized billing and cross data center transactions using **Python Tornado**
- Architected payment transactions services to scale to **millions of users globally** and to replicate data across multiple data centers
- Employed MVCS design paradigm, Apache Thrift interfaces and polymorphism to support quick implementation of additional payment methods and to maintain a scalable codebase in Uber's service-oriented architecture
- Migrated payment account metadata from PostgreSQL to Schemaless (Uber's scalable datastore); sharded data and built indexes to allow for constant time queries
- Used **Apache Kafka** and **Grafana** for logging and monitoring respectively

Sony Creative Software   *Waterloo, Ontario*
SOFTWARE ENGINEERING INTERN   *May - August 2015*

- Worked on Sony Catalyst series of three cross-platform applications for professional video preparation and editing
- Developed APIs for UI components such as context menus used by all three applications; built with **C++** and the **Qt Framework**
- Implemented and debugged a feature which detects and corrects flash bands in media
- Worked with and debugged a large, multi-threaded codebase shared between multiple applications

CrowdSponsor   *Waterloo, Ontario*
DEVELOPER   *February - August 2015*

- Built and deployed entire back end for crowdsourcing website for startups using **Python** and the **Django Framework**
- Implemented campaign analytics tool that aggregates and denormalizes data gathered from Facebook and Google APIs about page visitors and contributors
- Developed user registration using Facebook Login as well as single sign-on comment threads with Disqus

Personal Projects

Sunami Music Player GOOGLE PLAY STORE
- Implemented smart suggestion system for music using a graph of genres generated with the Echo Nest API
- Architected the Android application using asynchronous methods and image caching resulting in a smooth and responsive UX
- Added online music search and streaming using the SoundCloud API

GlassBoard HACK THE NORTH 2015
- Built augmented reality Google cardboard application that allows users to interact with visual overlays using their hands
- Implemented face and point detection using OpenCV as well as messaging using the Twilio API

Chordi.co PENNAPPS XII
- Developed web app that procedurally generates music, taught with data from real artists; used PyBrain
- Implemented music generation using a feedforward neural network with a training set of chord progressions from popular songs

IntoxicM8 ANGELHACK TORONTO 2015
- Created a service that uses a support vector machine and sensor data from an Android device to determine if a user is intoxicated
- Implemented pipeline to train models for individuals using their weight, size, gender, etc.; used scikit-learn

Education

University of Waterloo   *Waterloo, Ontario*
CANDIDATE FOR BACHELOR OF SOFTWARE ENGINEERING   *2014 - 2019*

- Engineering and Mathematics Dean's Honours List (GPA 4.0/4.0)