

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

Experience

Uber

[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**
- Refactored the Uber for Business monolith using the MVCS paradigm and replaced deprecated API calls with microservice calls

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 a core 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/Django and AWS
- 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

PENNAAPS 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)