

Wojtek Swiderski

☎ +1-416-317-0133 | ✉ wojtek.technology@gmail.com | 📱 wojtechnology | 🌐 wojtechnology

Skills

Languages Python, C/C++, Java, Golang, JavaScript (ES6), Scala
Technologies Flask, Tornado, Thrift, MySQL, PostgreSQL, Redshift, HBase, Spark, scikit-learn, Tensorflow, OpenCV, React, Redux
Tools Unix, Bash, Git, Vim, IntelliJ, Sublime Text

Experience

Jane Street

New York, New York

SOFTWARE DEVELOPER INTERN

January - April 2017

- Built a market-data feed that consolidated currency data from multiple sources using a schedule-based configuration
- Developed a version controlled temporal key-value datastore

Oscar Health

New York, New York

SOFTWARE ENGINEERING INTERN

May - August 2017

- Working on improving the relevancy of doctor search using learning to rank methods based on linear models
- Developed service that approximates travel time from member to doctor using Google's S2 geometry library
- Built ranking comparison and dataset labeling tools in React and Redux

Quora

Mountain View, California

SOFTWARE ENGINEERING INTERN

August - December 2016

- Launched machine learning model based on gradient boosted trees for related questions ranking that increased signups by 5.5%
- Decreased training time from 3 hours to 5 minutes by parallelizing extraction of natural language features such as Word2Vec and TFIDF similarities and historical features such as question covisits
- Refactored caching layer for related questions resulting in 90% less lines of code and removal of a deprecated caching abstraction

Uber

San Francisco, California

SOFTWARE ENGINEERING INTERN - UBER FOR BUSINESS

January - April 2016

- Individually built three language agnostic services responsible for centralized payments using Python/Tornado and Thrift
- Architected payment transaction service used to route transactions to data centers in accordance with international data privacy laws
- Designed data models for payment account metadata to be stored in Uber's distributed wide column datastore, Schemaless

Sony Creative Software

Waterloo, Ontario

SOFTWARE ENGINEERING INTERN

May - August 2015

- Developed APIs for UI components such as context menus used by all three applications; built with C++ and the Qt Framework
- Designed and implemented a cross-platform framework for handling mouse and key system events

Personal Projects

Dotty - Next Generation Scala Compiler

- Researched optimizations that devirtualize function invocations to deal with the inlining problem in the JVM

Glacier

- Distributed blockchain wide column database on top of RethinkDB with features like permission control and changefeeds

Various Machine Learning Projects

- Experimented with applying semi-supervised learning to whitebalance illuminant estimation (undergraduate research assistant)
- Used Caffe to implement a *human pose estimator* using a pre-trained convolutional neural network from a *paper by Shih-En Wei*
- Implemented a *machine learning library* including algorithms from Andrew Ng's Coursera course in C++

Education

University of Waterloo

Waterloo, Ontario

CANDIDATE FOR BACHELOR OF SOFTWARE ENGINEERING

2014 - 2019

- First in Class Engineering Scholarship
- Engineering and Mathematics Dean's Honours List (93.8% Cumulative Average)

