Wojtek Swiderski

+1-416-317-0133 | wojtek.technology@gmail.com | wojtechnology.com | wojtechnology | wojtechnology

Skills

Languages	Python, C/C++, Java, JavaScript, Scala, Go
Technologies	Tornado, NodeJS, Flask, Kafka, 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
- Migrated payment account metadata from PostgreSQL to Schemaless (Uber's scalable datastore); sharded data and built indexes to **allow for constant time queries**
- Employed MVCS design paradigm and polymorphism to support quick implementation of additional payment methods
- Used Thrift to create language agnostic service interfaces and to maintain a scalable codebase in Uber's service-oriented architecture

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
- Designed and implemented a cross-platform framework for handling mouse and key system events
- 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 backend** for crowdsourcing website aimed at 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 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)