

Wojtek Swiderski

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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 system mouse and key 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

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)