

ADAM DERYŁO

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EDUCATION

Warsaw University

Bachelor of Science in Computer Science

Oct. 2020 – Ongoing

Warsaw, Poland

- Top rated CS undergraduate program in Poland according to QS ranking.
- 1st-year modules: Functional Programming, OOP, C, Introduction to AI, Linear Algebra.
- 2nd-year modules: Adv. Algorithms, Databases, Computer networks, Web Apps, Statistics, NLP.
- 3rd-year modules: Distributed systems, Concurrency theory, Security of computer systems.
- Rector's scholarship for academic achievements.

EXPERIENCE

TSMC

Intern

Jul. 2023 - Sep. 2023

Hsinchu, Taiwan

- Joining AI Application & Platform Department.

Goldman Sachs

Summer Analyst | Redis, Java, Procmon, Golang

Jun. 2022 - Aug. 2022

Stockholm, Sweden

- Global reconciliations team, daily processing of 80+ mln trade & position data entries.
- Collaborated on optimizing caching performance and reliability of data loading processes.
- Worked on extending database performance limits with intelligent cache priming based on Change Data Capture.
- Developed Redis cache monitoring tool suite to speed up emergency debug and development cycle.

ReSpo.Vision

Software Engineer Intern | Python, Postgre, Git, SQL, Pytorch

Jul. 2021 - May. 2022

Warsaw, Poland

- 40+ sprints under the Scrum development framework in a rapidly growing team.
- Worked on a back-end implementation of a betting hints generator that withstood 100k API calls daily.
- Created a deep learning NLP module using cutting-edge architectures such as BERT.
- NLP module tackled the problem of context-dependent noun declination in Slavic languages.

Bain & Company

Spring Intern | Nielsen, Ipsos, Bain's overlay for MS Office

Mar. 2021 - Apr. 2021

Warsaw, Poland

- Supported a consulting team in the area of wood market data analysis.
- Collaborated on a business case under the supervision of a dedicated mentor.

PROJECTS

Bachelor thesis with NVIDIA | C++, CUDA, Python

Oct. 2022 - Present

- GPU acceleration of image decompression in machine learning workflows.
- Constructing a CUDA kernel to enhance the decoding of data encoded using the RICE algorithm.
- Project requested by NASA data scientists that use FITS data format compressed with RICE algorithm.
- Gained hands-on experience with CUDA virtual memory management, under the guidance of NVIDIA employees.

Distributed alerting system | Grpc, Google Cloud Platform, Python

Nov. 2022 - Jan. 2023

- Developed scalable microservice system for monitoring services and running complex alerting routines.
- Utilized GRPC, PubSub queues, Cloud SQL and other tools to satisfy SLO requirements.
- Project supervised by Google employees.

Goldman Sachs EMEA 2022 Hackaton | Python, Flask, Git

Nov. 2022

- Achieved first place during a challenging 24-hour hackathon.
- Designed and implemented a mock website aimed at enhancing Goldman Sachs' recruitment efforts.
- Implemented a stock market simulation game within the tight time constraints of the hackathon.
- Contributed to the development of a 3D render for a physical token with a link to the portal.

N-dimensional labyrinth solver | C, Valgrind, Cmake, Git

Jun. 2022

- Developed a high-performance traverser for multidimensional mazes/large graphs.
- Utilized most memory efficient solution by incorporating 2-bit BFS algorithm.
- Implemented arbitrary large integer type to facilitate enormous labyrinths and showcase memory efficiency.

Operating system process scheduler | *C, Qemu, Make, Git*

May. 2022

- Implemented multiple processes scheduling algorithms in a Minix microkernel operating system.
- Employed Qemu, and Rsync for faster development iterations.

Concurrent Unix directory | *C, Pthreads, Helgrind, Cmake, Git*

Jan. 2022

- Implemented UNIX file directory system, which allowed for concurrent creation, deletion and movement of files.
- Utilized tailored-made readers-writers lock with Latest Common Ancestor writer locking.

Enhancing Splay Tree for pattern search | *C++, Catch2, Cmake, Bash, Git*

Dec. 2021

- Developed an algorithm for efficient search of patterns in DNA sequence.
- Utilized a splay tree data structure enhanced with attributes updated through lazy propagation.

EXTRACURRICULAR

Member, Bain & Company Champions Class 2023

2nd Place, PSDC 2020 debating championship, preliminary stage to World Schools Debating Championship.

Laureate, 8/1000+ in the 31st National Philosophy Olympiad

SKILLS

Programming Languages: Python, Java, C/C++, JavaScript, R, Ocaml, Go, SQL

Technologies: Git, Fedora/Ubuntu/Debian, Jira, Redis, Docker, Pydantic, React, Cloud Run

Natural languages: English (C2), Polish (Native), Spanish (B1)