Adam Deryło

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EDUCATION

Technical University of Munich   Oct. 2024 – Ongoing
Masters of Informatics   *Munich, Germany*
- Best technical univeisty in Germany according to the QS ranking.

Warsaw University   Oct. 2020 – Jul. 2024
Double degree: BSc in Computer Science & BSc in Cognitive Science   *Warsaw, Poland*
- Top-rated CS undergraduate program in Poland according to the QS ranking.
- Thesis written at NVIDIA and Nencki Institute of Experimental Biology.

EXPERIENCE

Amazon   Jun. 2024 - Sep. 2024
Software Engineering Intern — AWS CDK, Typescript, React, Python   *Madrid, Spain*
- NintAi, applied science team, responsible for providing ML modles for visual navigaiton.
- Developed and deployed a UI for a ML inference platform, which facilitates image search at Amazon.
- Implemented UI infrastructure using AWS CodePipeline, CodeBuild, API Gateway, Lambda, SIGV4 Auth, ect.
- Established end-to-end testing with NightwatchJS and Selenium Grid, integrating it into the CI/CD pipeline.

Taiwan Semiconductor Manufacturing Company   Jul. 2023 - Sep. 2023
Software Engineering Intern — Pytorch, Huggingface, Scikit-learn, Python   *Hsinchu, Taiwan*
- AI Application and Platform Development Team responsible for the automation of fab processes.
- Developed custom BLIP2 based model for photomask defect classification and dataset bootstrapping.
- Ranked in the top 8 out of 80+ Interns in the final competition.

Goldman Sachs   Jun. 2022 - Aug. 2022
Summer Analyst | Redis, Java, Procmon, Golang   *Stockholm, Sweden*
- Global reconciliations team, daily processing of 80+ mln trade & position data entries.
- 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.

PROJECTS

ELF Binary Reconstruction Tool | *C++, Assembly, ELF Format, Reverse Engineering*   Feb. 2024 - Apr. 2024
- Developed a program to reconstruct relocation tables and symbols from stripped ELF executables.
- Implemented heuristic algorithms for function boundary detection and instruction classification.
- Designed solution for i386 architecture binaries compiled for Intel Quark microcontrollers.
- Such reconstruction allows for modifying parts of compiled code without hassles of full decompilation.

Hearts Game Server | *C, TCP/IP, Multithreading, Protocol Design*   Apr. 2024 - May 2024
- Implemented a TCP server for Hearts game, directly using POSIX system calls for networking   .
- Developed robust serialization and deserialization of socket data with timeout mechanics.
- Created a flexible game engine capable of handling various Hearts rule variations.

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 for 10k services.
- Project supervised by Google employees.

EXTRACURRICULAR

- Rock climbing varsity team.
- Bain & Company Champions Class 2023.
- Laureate of the 31st National Philosophy Olympiad.

SKILLS

Programming Languages: C/C++, Python, Typescript, Haskell, Go, Bash, Lua, System Verilog
Technologies: Nvim, Qemu, Git, Linux, Tmux, Gdb, CMake, CDK, React
Natural languages: English (C2), Polish (Native), Spanish (B1), German (A1)