

Aleksey Levkovskyi

<http://lexlevi17.github.io/>

Email : aleksey@twosense.ai

Mobile : +1-954-804-2297

EDUCATION

- **Florida Atlantic University** Boca Raton, FL
Bachelor of Science in Computer Science; Magna Cum Laude Jan. 2015 – Aug. 2017
- **New York University** New York, NY
Undeclared Major Sep. 2013 – Dec. 2014

EXPERIENCE

- **TwoSense** New York, NY
Algorithms Engineer Jun 2017 - Present
 - **Role:** Founding engineer. Designed context-aware algorithms that enable creating a behavioral signature model for users of mobile devices. Optimized power efficiency of background processes in CPU-intensive mobile applications.
 - **Tech:** Java, Python, C++, Git
- **Motorola Solutions** Plantation, FL
Software Engineering Intern Feb 2017 - Jun 2017
 - **Role:** Co-designed and implemented algorithms that process data from complex sensor networks in a first responder setting. Wrote proof-of-concept code for portable device prototypes running embedded Android.
 - **Tech:** Java, BLE, Git
- **The SilverLogic** Boca Raton, FL
Software Engineer Summer and Fall 2016
 - **Role:** Co-developed multiple iOS applications for an array of clients, including First Service Residential, MyTownDelivery, PeopleTicker and others.
 - **Tech:** Swift, Objective-C, Git
- **Aquifi** Palo Alto, CA (remote)
Software Engineering Intern Jan 2016 - Dec 2016
 - **Role:** Created from scratch and deployed to AWS a web gallery for 3D models. Developed a specialized compression algorithm for stereo images of laser-scanned objects with a compression rate of up to 18%.
 - **Tech:** Python, JavaScript, C++, OpenCV, Git
- **Florida Department of Transportation** Deerfield, FL
Software Engineer Oct 2015 - Mar 2016
 - **Role:** Upgraded and maintained the Sunpass road toll payment application, available on the App Store and serving thousands of users in Florida monthly.
 - **Tech:** Objective-C, SVN
- **Florida Atlantic University** Boca Raton, FL
Undergraduate Researcher Sep 2015 - July 2016
 - **Author - Extended Abstract and Implementation:** Research on boolean expression optimization algorithms. Development of an educational smartphone game powered by a modified version of the Quine-McCluskey algorithm. Presented at FURC 2016 and approved by LACCEI (July 2016).
 - **Co-Author - Research Paper:** Research on Generating Academic Success through Social Media. Presented at and approved by LACCEI (July 2016).

PROJECTS

- **“Uniteam”**: Classmate matcher/real-time chat application for college students. Fully open source.
- **“Karnau”**: Puzzle game for mobile devices based on Karnaugh’s manual method of simplifying boolean expressions.
- **“Armsy”**: Single-wave digital synthesizer powered by the STM32F4 MCU.

ADDITIONAL WORK

- **Firmware Engineer:** Co-developed a patent-pending embedded device with Dr. Bassem Alhalabi at Florida Atlantic University. The device is used for helping students learn logic design theory.
- **Java Tutor:** Tutored a high school student in Java, as well as common data structures and algorithms.