TAO BOJLÉN

SOFTWARE ENGINEER

Edinburgh, UK

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SKILLS

Object-oriented programming

Primarily Java, Python, and JavaScript/TypeScript, version controlled with Git

Web development

Django, React, front-end development (HTML, CSS), REST APIs

Linux/UNIX

Server management, Bash, scripting

Relational databases

Postgres, SQL

Philosophy

Primarily philosophy of mind, with an increasing focus on phenomenology and continental philosophy

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SUMMARY

I'm a software engineer with a full-stack profile. I'm interested in artificial intelligence, art, and philosophy of mind.

WORK EXPERIENCE

Palantir Technologies
Oct 2017 - Aug 2018

Forward Deployed Engineer

Developed data integration pipelines and front-end tools for visualization and analysis of big data. Led the development of key deliverables in an agile environment for one contract. Maintained a production system and debugged performance and availability issues.

Edinburgh University Students' Association
Feb 2014 - Feb 2015

Software engineer (contractor)

Increased student engagement with the student union by designing, developing, and managing an online voting platform. The project was used by hundreds of students to discuss and vote on proposals for the student council.

EDUCATION

University of Edinburgh
2013 - 2017

BSc (Hons) Cognitive Science

Received a First Class degree in 2017. Cognitive Science at Edinburgh is an interdisciplinary degree and I took courses in computer science and philosophy. I focused on machine learning and philosophy of mind, respectively. I wrote my dissertation on generating head motion from text using techniques from machine translation.

Some of the courses that influenced me most were:
- Machine Learning and Pattern Recognition
- Machine Translation
- The Computational Mind
- Feminist Theory
- Technology in Society

University of Connecticut
2015 - 2016

International exchange

GPA for the year: 3.88

Birkerød Gymnasium
2009 - 2012

International Baccalaureate Diploma Programme

Graduated top of class from my high school in Denmark.

AWARDS

Jisc Summer of Student Innovation (2014)

I created a web app to facilitate students getting involved in their local student union. The project first started at, and won, a university hackathon. Later it was selected as one of the winners of the Jisc Summer of Student Innovation competition and was used by the student union at my university.

EXTRACURRICULARS

Student leader at InfPALS - informatics peer support (2016)

InfPALS is a student-run programme to support informatics students. I ran a weekly session for first-year undergraduates on functional programming and logic. It helped improve students' study skills, facilitate learning, and help with the transition to higher education. I received very positive feedback from the students at the end of the year.

PORTFOLIO

fediverse.space (2018)

A tool to visualize communities on decentralized social networks. Uses Django for the backend, Gephi for graph analysis, and React + TypeScript for the frontend.

Vegan UConn (2016)

A webapp that lists vegan options at the University of Connecticut dining halls. Built with Python, Django, and Beautiful Soup to scrape websites.

eusay (2015)

A voting and discussion platform for student unions. Won the 2014 Smart Data Hack at the University of Edinburgh, the 2014 Jisc Summer of Student Innovation, and was deployed to all students at my university.