Avi Glozman

(+1) 425.802.6718 — avi@avigloz.net — https://avigloz.net — GitHub: /avigloz
US Citizen

Education

University of Pittsburgh, Pittsburgh, PA
B.Sc. in Computer Science — August 2018 — December 2020 (Expected)

Skills

Programming languages: Java, Python, C, C++, C#, Node.js, SQL (MS, My, Postgres), NoSQL (DynamoDB, MongoDB)
Learning about: PyTorch, computer vision, functional programming, augmented reality
Technologies: Git, Docker, Azure, AWS, Windows, MacOS, Linux, HTML, CSS, LaTeX
Spoken languages: English, Russian, Hebrew, Spanish, Mandarin *(from most to least fluent)*

Professional Experience

University of Pittsburgh, SCI, Pittsburgh, PA
Undergraduate Researcher, Learning Technologies Lab — *November 2019 — Present*

- Using Python to analyze large volumes of research-related publications/documents in order to create research recommendations for students
- Using BeautifulSoup to efficiently scrape hundreds of faculty profiles to gain various insights, such as specific research interests

Uber Advanced Technologies Group (ATG), Pittsburgh, PA
Software Engineering Intern, Simulation — *May 2019 — August 2019*

- Developed algorithmic solutions to complex data-syncing challenges relating to the ETL process
- Implemented map structures and related algorithms in Python to prevent duplicate and/or broken data
- Contributed significantly to an API written in Go for data analysis in production
- Inspired significant changes to the organization's database stack by highlighting the lackings of MySQL relative to requirements

aspace, Seattle, WA
Software Engineer, Backend — *June 2017 — October 2017*

- Designed databases using both MySQL and MongoDB
- Designed and wrote a RESTful JSON API using Node.js and Express.js
- Wrote an implementation of Dijkstra's algorithm using Node.js for use during navigation
- Used Twilio's SMS API to integrate two-factor authentication into the backend

Highlighted Technical Projects

Synesthesia *(open source)*

- Program that creates unique patterns/visualizations for any sort of audio, by algorithmically interpreting and "displaying" the sound in a visually satisfying manner (using C++).

... among many others accessible on my GitHub.

Extracurriculars

Pitt Computer Science Club (CSC) Member — September 2018 — Present
Wikipedia contributor (under username *Avigl*) — June 2016 — Present