Avi Glozman

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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: Functional programming, Julia, PyTorch, Computer vision
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

- Implemented map structures and related algorithms in Python to prevent duplicate and/or broken data
- Developed algorithmic solutions to complex data-syncing challenges relating to the ETL process
- 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

Technical Projects

rentnexus

- Work-in-progress SaaS for optimizing property management, by creating a centralized platform that covers every base and makes operations cheaper.

"Synesthesia machine" *(open source)*

- Creating unique-per-play patterns for any sort of music, using an original system of interpreting and then "displaying" sound in a visually satisfying manner (using C++).

Extracurriculars

$K\Theta\Pi$, Brother and Programming Chair — September 2018 — Present
Pitt Computer Science Club (CSC) Member — September 2018 — Present