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 *(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++).

Extracurriculars

$K\Theta\Pi$, Brother and Programming Chair   September 2018 — Present

Pitt Computer Science Club (CSC) Member   September 2018 — Present