# *Brett Galkowski*

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## Education

University of California, San Diego

- **M.S. in Computer Science – Class of 2023**
- Machine Learning Specialization

University of California, Irvine

- **B.S. in Computer Science – Class of 2020**
- 3.8 GPA – Cum Laude, Dean's honor list
- Most Outstanding Junior in ICS Award
- Phi Beta Kappa member

## Technical Skills

| Languages | Infrastructure | Databases | Concepts |
|---|---|---|---|
| ℘ C++ | ℘ Docker | ℘ SQL | ℘ Unix / Linux |
| ℘ Python | ℘ Azure, GCP | ℘ NoSQL | ℘ Machine Learning |
| ℘ C# /.NET | ℘ Kubernetes | ℘ MongoDB | ℘ Distributed Systems |

## Work Experience

**Shield AI**

*Software Engineer* 8/20 – 9/21

Member of the Core Engineering Services team implementing scalable machine learning infrastructure and maintaining cloud services, CI/CD pipelines. Built new SDK controlling core robot functionality, optimized main Docker images, managed Kubernetes pools. Expertise with full-stack Python, C#, and Bazel build system.

**Microsoft**

*Software Engineer* 12/19 – 8/20

Developed core infrastructure, automation, and data processing projects within the Azure Software Defined Networking team. In-depth experience building scalable distributed systems within the Azure ecosystem with .NET stack.

**Qualcomm**

*Software Engineering Intern* 6/19 – 9/19

Implemented a connection manager for state-of-the-art mobile networking project as a member of the 5G / LTE and Data Services teams. Extensive low-level systems engineering, C/C++ programming in a Linux environment.

**Promenade Software**

*Software Engineering Intern* 8/18 – 11/18

Worked on development team refactoring a convolutional neural network for medical image analysis. Converted Python code into C++ to improve efficiency, implemented the Hungarian optimization algorithm to solve minimum cost assignment problem.

## Project

**Rugby Analysis Tool**

Data science project analyzing Rugby games based on raw GPS data and training surveys. Models optimal practice regiment based on game intensity.

*Python, Numpy, Pandas, Sklearn*

**Chess Engine AI**

Playable Chess AI opponent within full game logic and UI. Explores moves with classical artificial intelligence methods; minimax search and pruning.

*Python, PyGame, Jupyter notebooks*