Dawid Kluszczynski

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Education

GRAD: DEC 2021 | GPA: 3.65

Computer Science + Statistics / University of Illinois Urbana – Champaign

Honors: Chancellor's Scholar, Edmund J. James Honors Scholar, Alumni Association Award, Dad's Association Award

Experience

AUGUST 2021 – PRESENT

Senior Software Engineering / interviewing.io – San Francisco, CA

- Team lead for Growth Engineering team, coordinating efforts to maximize revenue growth
- Increased company revenue XX% by designing and developing Pay Later Program
- Improved enterprise customer TPS pass through rate by 40% while increasing volume by 30%
- Coordinated and managed company's first full intern program

JUNE 2021 – AUGUST 2021

Software Engineering Intern / Two Sigma – NYC, NY

- Reduced development time for alpha models by eliminating need to convert models to Java by quants
- Created high throughput pipeline for data backed by Apache Arrow from Python server to Java trading app
- Developed a basic alpha model spec and tools to easily validate Python models in QA and cached history
- Created advanced model launcher for one click deployment of cross platform models.

DECEMBER 2020 – MAY 2021

Software Engineering Consultant / interviewing.io – San Francisco, CA

- Reduced server costs by optimizing interview scheduling algorithm to perform 40% faster on lower spec CPU
- Decreased load by XX% on operations department by automating repetitive tasks
- Increased company revenue $ZZZ thousand by optimizing marketing flows and increasing conversions

AUGUST 2019 – DECEMBER 2020

Software Engineering, Data Science Consultant / Caterpillar -Peoria, IL

- Reimplemented Tableau using Python and Angular to improve computation and render time from 160 seconds to 0.5 seconds, while removing the need for Tableau licenses costing $600,000 annually.
- Designed Bayesian model in Python as tool for engineers to predict part fatigue failure trends
- Improved Computer Vision model training process with aid of novel synthetic data approach

Projects

Intelligent-Snakes

- Created snake game in C++ using OpenFranework
- Implemented a Genetic Algorithm using Tiny-DNN in C++ to train 100 unique snakes
- Snakes could eat over 160 pieces, avoid their own body, and adopted unique strategies for survival

Terabyte Sort

- Sorted a terabyte of 64 bit integers using a self-built Raspberry Pi Cluster in Go
- Orchestrated cluster with Kubernetes over LAN to minimize latency and signal interference

Flappy ML

- Recreated Flappy bird game in Python using PyGame framework, allowing multi agent input
- Created a Genetic Algorithm following the NeuroEvolution of Augmenting Topologies methodology
- Birds could fly infinitely long without dying after a day of training

Skills

Python, Java, Android, Scala, C++, C, C #, React, Angular, Dart, Flutter, Kafka, RabbitMQ, Elastic Search, Docker, Node.JS, GraphQL, MySQL, PostgreSQL, MongoDB, Unsupervised Machine Learning, R, MATLAB, Octave