DANIIL TURPITKA

Software Engineer

SKILLS

- Python and frameworks,
- C++,
- Deep Learning
- Data Structures
- Algorithm Design
- Data Science and tools
- Machine Learning
- TensorFlow, Pandas, Scikit-learn, NumPy
- SQL
- AI Basics

CONTACT

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Irvine, California

EDUCATION

University of California - Irvine
2019-2023
Major: Data Science
GPA: 3.6
Deans Honors List: 6 quarters

WORK EXPERIENCE

University of California – Irvine. Undergraduate Research Assistant
March 2022- Present

- Developed 4 convolutional neural networks and custom binary classifiers for image classification with unknown labels.
- Conducted statistical analysis of NN performance.
- Improved efficiency by creating an ML powered data pipeline capable of filtering out up to 90% of bad data.

Apple. Software Engineering Intern
June 2022 – September 2022

- Engineered 3 versions of highly scalable Python framework for Machine Learning models' real-time performance monitoring for internal customer.
- Simplified ML model performance monitoring through automation of redundant procedures.
- Abstracted end user from interacting with complicated external APIs through creating a wrapper with simplistic interface.
- Took full ownership of the project. Reported to direct and skip managers. Closely worked with a team of engineers and project managers of company's critical infrastructure.

University of California – Irvine, Lab Tutor
September 2022 - Present

- Helped over 20 students familiarize with C++ syntax, debugging, and compiling basics.
- Communicated important concepts of time and memory complexity analysis, memory allocation, recursion, and polymorphism to students during class lab sessions with over 30 students.
- Introduced students to important concepts of debugging.

PROJECTS

- Convolutional Neural Networks for Alzheimer's Disease diagnosis
- Binary classification of imbalanced datasets with unknown labels