Josip Koprčina
Software Engineer

Ready to learn anything and everything. Highly communicative with great prospects for a team leader.

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WORK EXPERIENCE

Software Engineer
Cantab PI

09/2023 - 01/2026
Helping pharmaceutical companies make data-driven decisions (Next Best Action system).

Achievements/Tasks
- Developed modules in Python that run as part of the main company software
- Learned basics of Amazon AWS through running pipelines
- Took over full responsibility of existing modules and kept on improving them
- Was given leadership on main parts of new company project

Data Science Intern
Headliner

09/2022 - 01/2023
Aplication for promoting podcasts.

Achievements/Tasks
- Created a new system for analysing text and removing ads from podcasts, as well as analysing audio and removing introduction/outro from episodes

Software Engineer Junior
Infobip

07/2019 - 03/2020   *Split, Croatia*

Achievements/Tasks
- Working on new integrations to combine company apps with foreign APIs
- Worked on all aspects of an app from front-end and back-end as well as databases and the usage of the companies continuous integration system
- Successfully worked in a team of interns following scrum workflow

Contact : Tomislava Saša - tomislava.sasa@gmail.com

Full-Stack Developer Internship
DUMP

10/2018 - 08/2019   *Split, Croatia*
Organization of young developers trying to spread knowledge of programming and programming related fields to the young and curious

Achievements/Tasks
- Learning everything from front-end basics like HTML, CSS, JS, and ReactJS, database control with SQL and back-end development in C# as well as connecting everything into one app
- Working on my soft skills as a Project Managed by organizing fun events for the teams like a mini Olympics inside the organization
- Helping organize the DUMP days conference

Contact : Krešimir Čondić - crashpts@gmail.com

EDUCATION

M.Sc. Computing Science - Data Science
Faculty of Science, Radboud University

09/2020 - 06/2023   *Nijmegen, The Netherlands*
Courses
- Information Retrieval
- Text and Multimedia Mining
- Bayesian Networks
- Data Mining

Computer Science Bachelor
Faculty of Science, University Split

10/2016 - 07/2020   *Split, Croatia*
Courses
- Intro to AI
- Data Structures
- Combinatorics
- OOP
- Software Developement

SKILLS

Python (NumPy, Pandas,Scikit-learn)   SQL   Git   C#

Js   ReactJs   HTML   CSS   Scrum

Data Models

PERSONAL PROJECTS

Catan (03/2020 - 05/2020)
- A Catan board game made with ReactJs with only the basic features.

Cashier (05/2020 - 06/2020)
- A full-stack app that a cashier could use at a store. Uses C# for back-end, ReactJs for front-end and SQL for the database.

Paper: League of Legends Win Prediction (12/2020 - 01/2021)
- Teaching a model to predict whether a team will win based on the first 10 minutes of a game as well as deciding what features influenced it the most.

Paper: Punishing Gender Bias in Movie Script Information Retrieval (11/2020 - 01/2021)
- Changing a basic BM25 IR model to take into account gender bias in movie scripts.

Master's Thesis (09/2022 - 06/2023)
- *The Effect of Conversational History and Query Rewriting on Conversational Search Performance*
- Information retrieval with a focus on Natural Language Processing (NLP). The aim is query disambiguity in conversational search systems.