Lukasz **Dworakowski**

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Work Experience

AMD; Graphics Virtualization
Markham, Ontario

Software Developer; Long Term Intern/ PEY
May. 2019 - August. 2020

- Perform triage and debugging of Windows Kernel mode drivers using Windbg, debug GPU using internal tools.
- Lead development on task to improve debug-ability, logging, and understanding of critical issues in driver when deployed to cloud service provider customers.
- Setup, and debug servers for GPU virtualization using the AMD Radeon MI25 platform.
- Lead in the development of a new automated test suite for virtualized GPU environments, including security attacks and normal use cases.

University of Toronto Mississauga; Mathematical and Computational Sciences
Mississauga, Ontario

Teaching Assistant
Jan. 2019 - Present

- TA for CSC209 Software Tools and Systems Programming - C, bash, make.
- TA for CSC369 Operating Systems - Linux based OS concepts, EX. synchronization, scheduling, ext2 file system.
- Running labs, answer questions students may have pertaining to assignments, mark all course evaluations.

University of Toronto; Computer Science Education Group
Toronto, Ontario

Researcher
Sept. 2018 - Apr. 2019

- Investigation into long term co-op placements, referred to as "PEY's" at UofT and traditional 4 month co-op placements.
- Create and perform impactful quantitative and qualitative research protocols.
- Gather and analyze quantitative and qualitative data.

Ministry of Community Safety and Correctional Services
Toronto, Ontario

IT Systems Assistant
May. 2018 - Aug. 2018

- Create and modify various pages using Vue.JS for the CLD (Criminal Law Division) of Ontario, used to speed up completion of forms
- Perform in depth QA and regression testing on new and existing pages for a CLD application.

University of Toronto; Autonomous Systems and Biomechatronics Research Lab
Toronto, Ontario

Software Developer/ Summer Research Student
Apr. 2017 - Aug. 2017

- Automate creation of meaningful training environments correlating to various "difficulty levels".
- Create a version of the Microsoft Airsim plugin for Unreal Engine 4 to be compatible with ground vehicles.
- Create and use Python scripts in order to assist in the effective training of autonomous vehicle AI's.

Additional Experience

UTM PCRS
Mississauga, Ontario

Software Developer
May. 2020 - Aug. 2020

- Create a friendly way to learn loop invariants, as well as a few other theory concepts
- Create a modified parsons.js library, that supports marking in backend, to allow for secure marking
- Add new component into existing Django project, using inheritance to ensure compatibility, and implementing meaningful unit tests to ensure functionality is not impacted by code changes

Memeorable.xyz
Mississauga, Ontario

Lead Software Developer
Jan. 2019 - May. 2019

- Setup, and maintain backend infrastructure for rapid deployment using cloud services.
- Create and maintain efficient RESTful APIs for an easily maintainable, quick and responsive backend.
- Organize and facilitate weekly scrum meetings with team, make design decisions.

UofT Mississauga
Mississauga, Ontario

School/ Personal Projects
Sep. 2016 - Current

- Server/ Client from scratch (2018). Design Client and Server side code for a "dumb" ssh able to run various commands in C.
- Web Scraping (2018). Scrape off of various websites, in particular TSN, in order to gather data about World Cup.

Skills

Languages C; Java; Python; Bash; Vue.js; JavaScript; HTML; SQL; C++; LabView; Powershell; MEAN Stack

Technologies Git; Linux and Windows OS; Various IDE's; Perforce; Hyper-V; WinDbg; Django; Restful API

Education

University of Toronto
Mississauga, Ontario

HBSc in Computer Science, Mathematics, and Geographic information systems
Sep. 2016 - April 2021 (Expected)