

Mikael Dubik

Software Engineer

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Who I am

I am a graduated Computer Scientist, born and raised in Reykjavík, Iceland. Ever since my childhood years I've been designing and implementing various different projects involving programming, depending on the topic that is interesting for me at the time. I started my professional career in programming on my second year in University of Iceland.

When I'm not building software I enjoy cooking, all forms of lifting weights, hanging out with my friends, travelling and cycling. I speak and write fluently Icelandic, English and Polish. I can read and listen to Swedish but have a difficulties speaking it.

What I am looking for

I love writing code and solving challenging problems with the help of a computer. I'm especially interested in working on tasks which involve some form of automation, backend infrastructure or machine learning / data mining. I'm an experienced Linux user and prefer to work in such an environment.

An ideal company for me would be one that works on challenging problems, promotes creativity and embraces open source tools and programming languages. I prefer working in a Linux (bash/POSIX) environment.

Technologies

I have experience with the following programming languages, libraries and technologies:

Python	Java	C++11	C	GoLang	R
NumPy	DTrace	OpenCV	DLib	Django	git
Kafka	Zookeeper	AWS EC2	Matlab	Android	
MySQL	postgresql	MSSQL	redis	AWS DynamoDB	

Career

I have worked and studied in the following companies and institutions:

- **NetApp** (*May. 2018 -*)
 - Responsible for the design and maintainence of the QStack core with Go and Java.
- **Marorka** (*Oct. 2017 - May. 2018*)
 - Responsible for designing and implementing an ETL data pipeline using Apache Kafka, EC2 with other AWS services.
 - Responsible for designing and implementing an ingestion and outgestion API.
- **Uppsala University** (*Aug. 2015 - Oct. 2017*)
 - Masters degree in Computer Science
 - Master thesis on machine learning. Implemented graph (network) clustering algorithms using C++. Full title: 'A comparative evaluation of state-of-the-art community detection algorithms for multiplex networks'.
 - Worked as part of a team implementing dynamic tracing framework for the Pony programming language as a part of assignment
- **Dohop** (*May. 2013 - Aug. 2015*)
 - Responsible for writing and maintaining API clients and web scrapers using Python.
 - Responsible for designing and implementing asynchronous microservices in Python using Twisted.
 - Responsible for prototyping and releasing Dohop for Android.

- **University of Iceland** (*Aug. 2010 - Feb. 2014*)
 - Bachelors degree in Computer Science
 - Bachelor thesis on Augmented Reality with Python and OpenCV
 - Summer job working as part of a group working on virtual environment. Responsible for setting up a git server and integrating voice recognition to the virtual environment.

References

I have worked for the following people and they can confirm my work experiences:

- **Steindór Sigurðsson** (*Director of Research and Development, Marorka*)
 - <email currently unknown>, +3548552000
- **Matteo Magnani** (*Senior lecturer at Department of Information Technology, Uppsala University*)
 - matteo.magnani@it.uu.se, +46184714021
- **Kristján Bjarnason** (*CTO, Dohop*)
 - kgb@dohop.com, +3545614848
- **Ebba Þóra Hvannberg** (*Professor at Faculty of Engineering and Computer Science, University of Iceland*)
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