# 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 | Matlab | R |
|--------|------|-------|---|--------|---|
| NumPy | DTrace | OpenCV | DLib | Django | git |
| Kafka | Zookeeper | EC2 | | Android | |
| MySQL | postgresql | MSSQL | redis | AWS DynamoDB | |

## Career

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

- **Marorka** (*Oct. 2017 - May. 2018*)
  - Responsible for designing and implementing an ETL data pipeline using Apache Kafka, EC2 with other AWS services.
  - Responsible for integrating an OData compatible 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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