

OLIVER BRYNIARSKI

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EDUCATION

Stockdale High School 2014 to 2018
University of California, Berkeley (GPA: 3.79) 2018 to 2022
B.A. Computer Science and Mathematics (Double Major)

PROJECTS

Sketch Completion Using Robust Classifiers 2020
Trained multiple adversarially robust convolutional neural networks. These models were then used for both image generation and sketch completion, achieving near SOTA results (inspired by Image Synthesis with a Single (Robust) Classifier, Santurkar et al.). Created website demo - <https://bit.ly/2Zox4bs>.

Random 2D World Generation 2019
Created an object-oriented dungeon crawler game involving random world generation, taking advantage of several data structures, such as weighted unions to assure each room was accessible. Also implemented realistic AI to chase the player around while fulfilling goals (Dijkstra's and A* algorithm).

Matlab and Detecting Lesions in an MRI 2017
Worked with convolutional neural networks for image processing of MRI brain scans used for detecting cancerous lesions.

SKILLS

LANGUAGES: Python, Java, SQL, MATLAB, HTML/CSS
FRAMEWORKS: PyTorch, TensorFlow, Pandas, NumPy

AWARDS

1st place out of ~700 students in Berkeley CS189 Deep Learning Competition
Implemented Feed-Forward Neural Network with dropout and stochastic gradient descent from scratch in NumPy, winning a competition in Berkeley's undergrad machine learning course.

ACTIVITIES

Machine Learning @ Berkeley · Researcher 2020 to Current
Research on satellite image super-resolution. Created technical presentation on Metropolis-Hastings Generative Adversarial Networks for image generation, including my own results. Working with novel GAN based architecture for sketch completion on Google Quickdraw dataset.

Upsilon Pi Epsilon (UPE) Honor Society 2019 to Current
Top Third of CS Majors at UC Berkeley

New Member Education Program 2020
Rigorous, fast-paced curriculum for Machine Learning @ Berkeley including in depth reviews on:
- Supervised and Unsupervised Learning
- Natural Language Processing
- Reinforcement Learning
- Software Engineering best practices

COURSEWORK

CS61A - Structure and Interpretation of Computer Programs (A)
CS61B - Data Structures (A)
MATH 110 - Linear Algebra (A+)
CS170 - Efficient Algorithms and Intractable Problems (A-)
CS189 - Introduction to Machine Learning (A)
EECS126 - Probability and Random Processes (A-)
EECS127 - Optimization Models in Engineering (A)