Piotr Padlewski

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github: prazek

Education

2017 – 2019 **Master of Science**, *University of Warsaw*, Thesis: Devirtualization in LLVM.

2013 – 2017 **Bachelor of Science**, *University of Warsaw*, Thesis: Static Program Analysis in Clang.

Experience

July 2018 – October 2018 **Software engineering intern**, Google, Mountain View, USA.
Optimizing Tensorflow input pipeline API (tf.data). Synthetic

May 2016 – current **R&D Team leader**, IIIT, Warsaw, Poland.
Working on C++ linter (clang-tidy), llvm optimizations, ML for SEO, robotics and blockchain

July 2017 – October 2017 **Software engineering intern**, Microsoft, Redmond, USA.
Implementing Scalar evolution framework and SCEV expander optimization.

July 2016 – October 2016 **Software engineering intern**, Google, Mountain View, USA.
Improvling importer heuristics in ThinLTO (scalable incremental Link Time Optimization). The improvement on SPEC 2006 with PGO was 0.62% geomean with up to 9% wins

July 2015 – October 2015 **Software engineering intern**, Google, Mountain View, USA.
Developing devirtualization (changing virtual to direct calls) for C++ in Clang and LLVM

July 2013 – May 2016 **C++/Python developer**, Gemius, Warsaw, Poland.
Optimizing GemiusAudience backend with C++, developing computing cloud with resources control in python, developing configurable monitoring files parser

Awards

2017 2nd place in SPLASH Students Research Competition with paper "Devirtualization in LLVM" (undergraduate category)

2013 Finalist of Polish Computer Science Olympiad

2012, 2013 Finalist of Polish Innovation of Technology Olympiad

2013 The Best IT project at the Youth Scientists Festival "EXPLORY"

2012 Finalist of Polish Linguistics Olympiad

2009 Square-1 World Champion – competitive speed solving Rubik's cube

Computer skills

Advanced C++17, Optimizations, Compilers and tools, Python

Intermediate Deep learning, C, Algorithms

Basic cuda, Java, asm, Operating Systems, Networking, Linux

Interests

- Compilers infrastructure
- Giving C++ talks
- motorcycle
- electric guitar and drums
- C++
- Deep learning
- electric vehicles
- Speedcubing