

# Piotr Padlewski

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## 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 – **Software engineering intern**, GOOGLE, Mountain View, USA.  
October 2018 Optimizing Tensorflow input pipeline API (tf.data).  
May 2016 – **R&D Team leader**, IIIT, Warsaw, Poland.  
current Working on C++ linter (clang-tidy), llvm optimizations, ML for SEO, robotics and blockchain  
July 2017 – **Software engineering intern**, MICROSOFT, Redmond, USA.  
October 2017 Implementing Scalar evolution framework and SCEV expander optimization.  
July 2016 – **Software engineering intern**, GOOGLE, Mountain View, USA.  
October 2016 Improving 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 – **Software engineering intern**, GOOGLE, Mountain View, USA.  
October 2015 Developing devirtualization (changing virtual to direct calls) for C++ in Clang and LLVM  
July 2013 – **C++/Python developer**, GEMIUS, Warsaw, Poland.  
May 2016 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

- |                             |                     |
|-----------------------------|---------------------|
| - FPV Drone racing          | - C++               |
| - Compilers infrastructure  | - Deep learning     |
| - motorcycle                | - electric vehicles |
| - electric guitar and drums | - Speedcubing       |