Artur Kashperskiy

Full-Stack Software Engineer

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https://sm5art.github.io
https://github.com/sm5art

Seattle/SF Bay Area

UNIVERSITY of WASHINGTON '2021

EXPERIENCE

Lead Full Stack Engineer @ Heali.ai
June 2019 - October 2019 // Santa Monica, CA
Stack: React Native, AWS serverless, redis, DynamoDB

- Setup continuous integration and deployment for react native mobile beta app and server.
- Built the front-end of a feature that allowed for a user to scan a UPC barcode with their phone and display nutrition information about that food product and whether it complies with their chosen diet.
- Built bug reporting into the app which included analytics of the device/app to help engineering to debug.
- Wrote documentation on CI/CD, bug triaging, and style guide.

Quantitative Finance Research Intern @ Nipun Capital
June 2017 - Sept 2017 // Foster City, CA
Stack: Anaconda Python 3.6

- Migrated codebase from python 2.7 to 3.6 and created deployment scripts that improved environment management.
- Web-scraped financial endpoints for signal and backtested using internal tools.
- Researched methods of sentiment analysis on text transcripts of conference calls.

Software Engineer Intern @ Minted
June 2016 - August 2016 // San Francisco, CA
Fullfillment Team
Stack: Flask Python monolith, MySQL, React/Redux, Backbone

- Built an analytics dashboard that would use existing data to help the internal design-approval team track their progress throughout the day and to maintain quotas set by the lead designer.
- Gained familiarity with the design and maintenance of order processing state machines through bug fixes and production support.

SKILLS

LANGUAGES

Python, Javascript, Java, C, C#, Go, MATLAB

TECHNOLOGIES

React, Redux, Tensorflow, Keras, MySQL, Cassandra, MariaDB, MongoDB, Redis, Memcached, Nginx, Apache, Gatsby (CMS), Spark, Unity, React Native, serverless

TOOLS

Git, Vagrant, Heroku, AWS, Azure, Netlify, Docker

EDUCATION

BS Applied Physics at University of Washington
Seattle, WA '2021
GPA: 3.3
Activities and Societies: Washington Esports, Husky Snow Club
Achievements: Quarterly Dean's List (3 quarters)
Notable Coursework: Algorithms and Data Structures, Vector Calculus, Intro to Complex Analysis, Probability I, Artificial Intelligence, MATLAB for Numerical Analysis

PROJECTS

genetic pong

A friend of mine at university wrote a pong game using a python game engine and he challenged me to fork and write an AI for it (cred. https://github.com/Sarthak-Rijal/2d-Game). On top of his game code, I implemented a genetic unsupervised learning algorithm in python which would use a biological heuristic to optimise for the fittest pong brain. The result was a training sequence that would learn to play pong better than me in 20 generations or 20 minutes of running the game unsupervised.
https://www.youtube.com/watch?v=mFOKdGye7vY
https://github.com/sm5art/genetic-pong