Artur Kashperskiy

Full-Stack Software Engineer

925 285 4348
arturk@uw.edu

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

Seattle/SF Bay Area

W 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
• Configured continuous integration and deployment for React Native app.
• Collaborated with designers and implemented front-end features in react native app such as bug reporting and food product barcode scanning.
• Integrated a bug triage system (Phabricator) into the app with device analytics.
• Maintained documentation on developer operations and style.

Quantitative Finance Research Intern @ Nipun Capital
June 2017 - Sept 2017 // Foster City, CA
Stack: Anaconda Python 3.6
• Refactored 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 and research on sentiment analysis of conference calls.

Software Engineer Intern @ Minted
June 2016 - August 2016 // San Francisco, CA
Fullfillment Team
Stack: Flask/Python, MySQL, React/Redux, Backbone
• Mentor worked to help me understand codebase for bug fixes and production support of the fulfilment state machine.
• Collaborated with PM/designers to build an analytics dashboard for

PROJECTS

unmix
https://unmix.us
(March 2020)
An online tool which allows users to utilise a machine learning cloud service to separate vocals/instrumentals from an uploaded music file. Included engineering a python micro-service for queueing Tensorflow inference and a React/Redux/Gatsby CMS frontend system. Project managed frontend/backend so my buddy (cred. Vamsi Eyunni) could help out on the backend. Currently serving ~2000 WAU. All data storage done in mongoDB.

genetic pong
https://www.youtube.com/watch?v=mFOKdGye7vY
https://github.com/sm5art/genetic-pong
A friend at university wrote the game of pong in python (cred. https://github.com/Sarthak-Rijal/2d-Game). On top of his game code, I implemented an unsupervised learning algorithm in python which would use an evolution heuristic to optimize for the fittest pong player. The result was a training sequence that would learn to play pong better than me in 20 generations or ~30 minutes of running the game unsupervised.

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, GraphQL

TOOLS
Git, Vagrant, Heroku, AWS, Azure, Netlify, Docker, CircleCI, Kubernetes, Trello, Excel

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