

Artur Kashperskiy

Full-Stack Software Engineer



925 285 4348
arturk@uw.edu

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

Seattle/SF Bay Area

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 app.
- Implemented front-end that allowed a user to scan a product barcode with their phone to display dietary information about the food product.
- Built bug reporting 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.
- Researched methods of sentiment analysis on text transcripts of conference calls.

Software Engineer Intern @ [Minted](#)

June 2016 - August 2016 // San Francisco, CA

Fulfillment Team

Stack: Flask/Python, MySQL, React/Redux, Backbone

- Mentor worked to help me understand codebase for bug fixes and production support of the fulfillment state machine.
- Collaborated with PM/design to build an analytics dashboard for internal design-approval employees. (full stack)

PROJECTS

unmix

<https://unmix.us>

An online tool launched in March 2020 which allows users to utilise an ML service to separate vocals/instrumentals from an uploaded music file. Included building a tensorflow python micro-service for queueing inference and a React/Redux/Gatsby CMS system. Project managed frontend/backend so my buddy (cred. Vamsi Eyunni) could help out on the backend. Currently serving ~1000 WAU with preparedness for 10000 users at the moment. All data storage in mongoDB.

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 optimise 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.

<https://www.youtube.com/watch?v=mFOkdGye7vY>

<https://github.com/sm5art/genetic-pong>

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