Aigars Reiters

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Address and phone number available on request.

A Software Engineering 4th year undergraduate student on track for a first-class honours degree with knowledge and work experience in software development, information retrieval, machine learning and extensive linguistic proficiency is seeking a role to further develop his current and acquire new skills, experience in the industry.

EDUCATION

2014 – Present	**University of Glasgow** (UofG)
	BSc(Hons) Software Engineering (Expected June 2018)
	Completed all SE courses at a grade levels A and B
	BSc Final Project – *"Tuneable Impulse Counter for Mobile Devices"* (ongoing)
2010 – 2014	**Agenskalns State Grammar School**
	Atestats Par Videjo Izglitibu
	Diploma with a 9.0/10 average mark
	10 in programming, informatics and English

WORK EXPERIENCE

Jun 2017– Sep 2017   **Intern SDE**   **Amazon Development Centre Scotland**

- Completed an ML focused software engineering project, affecting the majority of Amazon's personalised ad traffic.
- Gained a theoretical insight and practical experience in Machine Learning, mainly Bayesian Bandits.
- Gained experience working and integrating with legacy systems.
- Developed skills in Apache Spark and Amazon Web Services, as well as internal tools.
- Significantly improved Java programming and software engineering practices.

Sep 2016 – Jun 2017   **Software Engineer**   **Eyebright Ltd**

- Gained proficiency in C#, front-end development and Microsoft Dynamics CRM.
- Showed initiative designing and implementing business software in a small team.
- Provided technical support to members of staff.

Jul 2016 – Sep 2016   **Research Assistant**   **School of Computer Science (University of Glasgow)**

- Designed and developed a complete, reusable, and extendable software system in Java in 12 weeks.
- Performed extensive research literature analysis in the field of Information Retrieval (IR).
- Developed strong skills in Apache Lucene, unstructured text similarity algorithms and IR.
- Developed a front-end Django web-app in Python, that interacts with the Java system using Py4J.
- Improved skills using libraries and APIs.
- Wrote requirement, architecture, technical and end-user documentation.
- Met all deadlines in a high-pressure, time-sensitive environment.

Jun 2015 – Sep 2016   **Freelance Web Developer**

- Gained extensive work experience in HTML, CSS, JS and web design (Photoshop).
- Set up and maintained web-servers with e-mail and a database.
- Maintained multiple responsive Wordpress and eCommerce websites.
- Attained skills in project management and coordinating a team of varied spheres of work.

- Extensively tested the product on different platforms before deploying it.
- Proven track record of creating a high-quality product, meeting all deadlines.
- Provided technical advice to the client and other project members.

Oct 2015 – Sep 2016   **Tech Team**   **Queen Margaret Union (University of Glasgow)**
- Operated digital and analogue sound desks and lighting controllers for live events and club nights.
- Proven track record in setups for live bands and DJs.
- Delivered on performers' requests and queries.

Jul 2012   **KDE Akademy**   **Tallinn, Estonia**
- Attended workshops by industry experts, including representatives from Google and Nokia.
- Developed skills in software localisation and Python development.

SKILLS

Technical	Proficient with	Familiar with
	Java (including Apache Lucene)	Apache Spark, AWS
	Python (including Django)	Anaconda
	Multi-Armed Bandits	NodeJS, Meteor
	JavaScript, jQuery	MySQL
	HTML, CSS	Embedded Systems Programming in C++
	Git	
Languages	Latvian	Native proficiency
	Russian	Native proficiency
	English	Bilingual proficiency
	Japanese	Limited working proficiency

INTERESTS/ACHIEVEMENTS

- National English public speech contest, 2013 – 1st place.
- Completed an extensive research project - Oscillations and Wave Theory, received awards at symposiums.
- **Technology, programming and game development**
  - Set up and maintained a private game server with a medium load (10 000 connected users on average), managed the server database, developed LUA scripts for events.
    - Managed a team of moderators, game masters and administrators.
  - Attended the Lucene4IR workshop in University of Strathclyde.
  - Member of Glasgow University Game Design Society.
    - Developed games using Unity.
  - Participated in multiple hackathons (CDX, Code for Good etc.), creating and working together with a small team to completely develop and test projects in a limited amount of time (winning team of CDX 2016).
- **Music**
  - Professional freelance music transcription experience.
  - Co-founder and Vice-President of GUCMU – a large, active society focussing on aiding the development of members' musicianship, audio engineering and music industry skills.
    - Winner of the "Most innovative society" award in 2014.
  - Experience in music mixing and mastering using a variety of DAWs.
  - Song-writing, live performance, international touring and music management experience.

References or recommendation letter(s) available on request.