

David Szepesvari



I am a computer science graduate student of strong theoretical background, coupled with a long-standing interest in programming.

It is a thirst for knowledge and my devotion to helping others that drives me. These interests are complemented by my innate desire for high quality work.

Highlights

- Over 10 years of programming experience
- Graduated with the highest GPA in the Honors program of the Faculty of Science
- Participated in numerous computer programming contests including ACM ICPC
- Volunteered for and organized a variety of events designed to share knowledge of mathematics and computer science topics

Technologies

Java, matlab, Python, HTML, CSS, Linux, Git, Eclipse.

Have used: C++, Javascript, SQL, Perl, PHP, Junit, Subversion.

Website: szepi1991.github.io

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Selected Awards

- Received the NSERC CGS-Master's, worth \$17,500/yr, along with a Univ. of Waterloo President's Graduate Scholarship top-up and the Univ. of Waterloo Cheriton I award
- 15+ scholarships during undergraduate studies for outstanding academic merit
- Invited to the provincial round of the Alberta High School Math Competition each year; some [topcoder]

Projects

- Worked on some ideas *motivated by personal need*, e.g.:
 - prototyped a website to visualize items (cars) from kijiji on a map; with this overview you can easily avoid making appointments to the same part of the city on multiple occasions.
- Was in charge, in the summer of 2012, of maintaining and developing programs that aid mathematical research on periodic trajectories in triangles:
 - *modularized* the existing Java code of over 10k lines,
 - introduced *JUnit* testing, *version control* to the project.
 - With the combination of ideas from my supervisor and my programming skills, we *doubled the speed* of a program that runs for months.
- As coursework, created programs such as a commandline small-scale twitter, a hand-written character recognizer, an experimental stock day-trader (group project), and software that semi-automatically brings to life the 3D mesh of a human based on motion capture files supplied to it.
- Started a three-member game development team as *leader and programmer* in high school; one of our products was awarded with a top prize in a Hungarian computer contest.

For a more complete list please visit my website.

Other Activities

- Initiated and organized a reading group, as well as weekly sessions where we teach machine learning to each other with my peers while at the University of Waterloo.
- Supervised two high school summer interns at the University of Alberta in 2012, guiding their exposure to programming, reinforcement- and machine learning.
- As I enjoy technology that is new to me, I experimented with Android app development and Wii controllers.

Education

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| 2013- | Univ. of Waterloo: MMath in Computer Science, Machine Learning, 96.75/100 GPA |
| 2009-2013 | Univ. of Alberta: B.Sc. Honors Mathematics with Computing Science Minor, 4.0/4.0 GPA |