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 exposure to programming

• 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

Here I include a short sample of things I have worked on. For a more complete list please visit my website.

- 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.
- In the summer of 2012 I was in charge 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.
- For classes I, in teams, have created programs such as a commandline small-scale twitter, a hand-written character recognizer, an experimental stock day-trader, and software that semi-automatically brings to life the 3D mesh of a human based on motion capture files supplied to it.
- In *high school* I started a three-member game development team as *leader and programmer*; one of our products was awarded with a top prize in a Hungarian computer contest.

Other Activities

- During my master's I have initiated and organized a reading group, as well as weekly tutorial sessions where we teach machine learning to each other with my peers.
- I 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 at some point.

Education

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