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
Contact: szepesvari.david@gmail.com or 226-989-2488

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.

Recently I worked on some ideas initially *motivated by personal needs*. For example, I prototyped a website to visualize items (cars) from kijiji on a map; with this overview you can easily schedule appointments efficiently, avoiding traveling 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. I *Modularized* the existing Java code of over 10k lines, introduced *JUnit* testing and *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 bare-bone 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 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.

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