Andrew Svoboda

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EDUCATION

UNIVERSITY OF WATERLOO
Honours Computer Engineering
Grad. June 2015 | Waterloo ON

CORE SKILLS

PROGRAMMING
golang • Python • Java
Powershell • bash

UTILITIES
git • docker
terraform • packer • AWS
nomad • vault

OS
Linix • Windows

COURSEWORK

Operating Systems
Distributed Systems
Embedded Software
Algorithms
Compilers
Database Systems
Computer Networks
Programming for Performance

LINKS

Github:// asvoboda
LinkedIn:// Andrew Svoboda

HOBBIES

Homebrewing Beer
Baking Bread
Hackathons
Coding and Breaking Things
Reading and Murder Most Foul
Drawing and Painting
Analog Photography and Film Development

PERSONAL OBJECTIVES

- Gain additional experience with complex software systems and architecture design
- Reinforce and continue to develop high quality Software Engineering skills
- Work on technically challenging and rewarding projects

EXPERIENCE

PALANTIR | Software Engineer
Sept 2015 - Present | Palo Alto, CA

- Automating highly available and redundant services on top of AWS and Nomad with a focus on Infrastructure as Code using Terraform and Packer
- Primary architect and maintainer of highly available, fully automated multisite Splunk deployment indexing 4TB/day
- Refactored single region deployment of artifact content system to a multi-region and geo-aware configuration

PALANTIR | Simulation Software Engineering Intern
Sept 2014 - Dec 2014 | Palo Alto, CA

- Implemented and helped to design concurrent testing strategy for automation of installation across multiple disparate product services
- Contributed to implementation of deployment automation for product teams by providing packaging and publishing Gradle tasks

WORKMARKET | Serious Software Engineering Intern
Sept 2013 - Dec 2013 | New York, NY

- Actively maintained the platform, fixing numerous bugs and issues while pushing new features to production daily
- Created infrastructure for push notifications on the back-end system and modified the iOS and Android mobile clients to support push notifications
- Updated build and deployment system to be more reliable and robust
- Upgraded internal infrastructure for monitoring application performance and health

PROJECTS

Air Hockey Robot | Capstone Design Project

- Designed, implemented and constructed a fully functioning air hockey robot capable of playing (and scoring) against a human opponent
- Constructed and designed H-Bot mechanical system, and wrote corresponding software control system in C to receive input from main game system to control paddle position

Custom MPEG Decoder for ECE 423

- Designed, implemented, integrated and tested a simplified video decoder application on a multicore FPGA
- Designed custom instructions for Altera Cyclone DE2 FPGA in VHDL
- Wrote software layer in C to interact with user and play back video at 24 fps with simple play/pause/skip functionality