

Jakub Arnold

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Location: Prague, Czech Republic

PROFESSIONAL EXPERIENCE

- **Institute of Formal and Applied Linguistics – Prague, Czech Republic** Python, Tensorflow, C++
Software Engineer April 2019 – Present
 - Created a C++ interface for TensorFlow C API to enable 5+ year old applications to load new models.
 - Implemented bayesian optimization for hyperparameter tuning using Python, providing better than manual expert baseline, and created novel visualizations of highly-dimensional data.
- **Merck Sharp & Dohme Corp. – Prague, Czech Republic** Python (Flask), JavaScript (React)
Machine Learning Engineer July 2018 – March 2019
 - Researched and implemented custom high performance algorithms for solving combinatorial problems in DNA processing, resulting in over a 1000x speedup (from hours to seconds on larger datasets).
 - Made significant improvements in testing production features, including randomized monte-carlo testing.
 - Saved the company hours of weekly work by automating and dockerizing the deployment process to AWS.
 - Fixed complex bugs in a result visualization application written in d3.js and React.
 - Researched the use of differential privacy with deep learning for generating synthetic datasets from highly sensitive data, and deployed a dockerized prototype with Generative Adversarial Networks (GANs).
- **Freelance – Remote** JavaScript (React), Node.js, Ruby on Rails, Haskell, Go, C#
Full Stack Software Engineer March 2015 – June 2018
 - Architected a major refactoring using modern OOP practices in a large scale ad management system handling over \$80 million worth of Google AdWords campaigns, resulting in dramatic increase in maintainability, testability and performance
 - Led development of a drug administration system in React, Redux (Redux-Form) and Ruby on Rails.
 - Developed an award winning iOS/Android (Xamarin C#) application for a T-Mobile startup incubator, in just under three months.
 - Architected and created optimized APIs in Ruby on Rails and Node.js for multilingual classified sites used by millions of unique visitors daily (including RTL languages).
 - Built a realtime Node.js backend (using Socket.io) for mobile application to help visually impaired people navigate in a foreign city.
- **sensible.io – Remote** JavaScript (Ember.js), Ruby on Rails, Go, Node.js
Full Stack Software Engineer November 2012 – February 2015
 - Maintained enterprise-level OAuth2 server with complex business logic written in Node.js.
 - Created a real-time single page application for doctor appointments using Ember.js and PubNub.
 - Deployed multiple applications to DigitalOcean & AWS and maintained the production environment.
 - Developed a complex single page application with multi-step form wizards for banner ad management using Ember.js.
- **Mineus s.r.o. – Prague, Czech Republic** Ruby on Rails, JavaScript (Backbone)
Full Stack Software Engineer December 2011 – October 2012
 - Designed JavaScript SVG visualizations for log data in Raphael.js and Backbone.
 - Built an indexing service for gigabytes daily analytical data using Elasticsearch and PostgreSQL.
 - Interviewed 10+ new developers during the hiring process.

PROGRAMMING SKILLS

- **Programming Languages:** JavaScript, Ruby on Rails, Python, C++, Go, Haskell, Bash
- **Frontend:** React, Redux, Ember.js, Rx.js, TypeScript, Webpack, Backbone, Bootstrap, HTML5 (Canvas)
- **Backend:** Node.js, Ruby on Rails, Flask, PostgreSQL, Elasticsearch, SQL, WebSockets, Linux, AWS, Docker, Braintree, Redis

EDUCATION

- **Master's Degree in Computer Science** Charles University – Prague, Czech Republic
 - Machine Learning, Neural Networks, Deep Learning, Evolutionary Algorithms, NLP, Parallel Programming

LARGE PERSONAL PROJECTS

- **Trackets – Remote** JavaScript, Ruby on Rails, Node.js, Go
Co-Founder & Full Stack Software Engineer 2013 – 2015 (*discontinued*)
 - Launched a subscription based JavaScript error tracking service (similar to Sentry or Bugsnag) with paying customers.
 - Designed a highly optimized embeddable JavaScript snippet for capturing stack-traces on client websites using Google Closure Compiler (8kB minified with cross browser support for stack-trace extraction).
- **SCV Rush – Remote** Ruby on Rails, JavaScript, Node.js
Co-Founder & Full Stack Software Engineer 2011 - 2014 (*discontinued*)
 - Founded and ran a StarCraft 2 tournament website which eventually grew to 40 person staff for organizing and managing tournaments.
 - Built a complex Ruby on Rails application with custom tournament bracket algorithm, including a frontend bracket renderer, and a single page application in Ember.js
 - Managed community developers and designers who wanted to contribute to the project.
 - Implemented and deployed a live chat application that supported thousands of concurrent users using Node.js and Socket.io.