

LUCIA PÁL

SOFTWARE ENGINEER

CONTACT

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AWARDS

Top 10 Slovak Olympiad in Informatics	2008
Top 20 Slovak Mathematical Olympiad	2007
Open Kattis Rank 179	2016
TopCoder Rank 1,233	2016
Google CodeJam Round 1A - 1120th place	2016

PERSONAL

Citizenship: Slovak republic

Status: Authorized to work in the U.S. since July 2016 (EAD)

Hobbies: algorithms, puzzle hunts, music, piano, guitar, singing, hiking, ice skating

SUMMARY

Computer Scientist with strong knowledge of algorithms, machine learning, Python, Go and C++ prepared to learn new skills and actively looking for a job. Authorized to work in the U.S. since July 2016.

EMPLOYMENT

Software Engineer at FuboTV, New York, NY Aug 2016 - Current

- Developing and production monitoring of a system for ingestion of content metadata into a database and a REST API on top of the database.
(Go, PostgreSQL, JSON, Docker, Kubernetes, Google Cloud, Amazon Web Services, NewRelic, DataDog)

- Developed a system for automated error detection and monitoring of internet video streams.
(Go, Elasticsearch, Logstash, Kibana, Docker, Kubernetes, Google Cloud)

EDUCATION

Computer Science, Comenius University, Slovakia

Master's degree, Sep 2012 - Jun 2014
Major: Theoretical Computer Science & Bioinformatics
Thesis: Switching Models of Sequence Evolution
Advisor: Tomáš Vinař

Designed computational models for determination of evolutionary mutation rates from DNA sequences and phylogenetic trees. Implemented inference algorithms in C++ and Perl.

Computer Science, Comenius University, Slovakia

Bachelor's degree, Sep 2008 - Jun 2012
Thesis: Genetic algorithm based evolution of pursuit and avoidance strategies in the Serengeti world
Advisor: Tomáš Kulich
Designed a genetic algorithm for simulation of evolutionary processes in biological world with two types of species. Developed tree-based representation of the program of each agent. Implemented the simulation algorithm in Java.

Coursera

Sep 2014 - Feb 2016
Machine Learning (100%), Mining Massive Datasets (94.6%), Game Theory I (92.5%), Game Theory II: Advanced Applications (91.9%), Introduction to Big Data (100%), Introduction to Big Data Analysis (100%), Machine Learning With Big Data (100%), Hadoop Platform and Application Framework (100%), Exploratory Data Analysis (96.7%), Getting and Cleaning Data (95.8%), R Programming (100%), The Data Scientist Toolbox (100%)

Columbia University, New York

American Language Program, Sep 2015 - Dec 2015
Intensive English program with certificate (18 lessons/week)

Manhattan Language Program, New York

Intensive Program, Feb 2016 - Present
Full time English program with emphasis on business English and speaking (25 lessons/week)

SKILLS [1 - 10]

Language: English [9], Slovak [10], Czech [10], German [2]

Programming: Python [9], C++ [7], Java [6], Go [8], HTML [4], CSS [4], SQL [4], ReactJS [4], JavaScript [4], R [3], Matlab [3], Perl [2], Spark [2], Hive [2]

Other: Algorithms [9], Teaching [8], Machine Learning [7], Atom [7], Git [5], LaTeX [4], Vim [4], ELK Stack [6], Google Cloud [4], Kubernetes [4], Docker [5], Linux [3]

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PROJECTS

Webpage for Slovak election poll

Implemented a web form and visualization of voting statistics in Slovak Parliament election and Slovak post-election poll. (Javascript, ReactJS, React Bootstrap, Google maps, Firebase database, HTML, CSS)

<http://volby.vacuumlabs.com/>, <http://novavlada.vacuumlabs.com/>

Classification of music

Designed and implemented algorithm based on Hidden Markov Models to determine automatically country of origin of folk melodies. (Python)

<https://github.com/halucinka/Clasification-of-Music>

Retro Game Pac-Man

Implemented a custom version of the game Pac-Man for invitations to my wedding.

<https://github.com/halucinka/pacman>

EXPERIENCE

Trojsten Foundation, Slovakia

Computer Science Teacher

2006 - 2014

Taught top high school students competing in computer science competitions.

Manager of Math competitions

2006 - 2014

Organized and managed math competitions for talented high school students. Created contest problems.

Creator and grader of math and computer science problems

2006 - 2014

Created computer science contest problems for Correspondence Seminar of Programming for talented high school students and graded of their solutions.

Iuventa, Slovakia

Organizer of Slovak Olympiad in Informatics

2010 - 2011

Created contest problems and graded students' solutions.

International Young Physicists' Tournament, Slovak national round

2008 - 2009

Coached a team and judged solutions.

High School GJH, Slovakia

Physics Teacher

2010 - 2013

Taught talented students preparing for National Physics Olympiad.