

Oleksii Levkovskiy

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EDUCATION

- **Florida Atlantic University** Boca Raton, FL
Bachelor of Science in Computer Science; Magna Cum Laude; 4.0 Core GPA *Jan. 2015 – Aug. 2017*
- **Nova Southeastern University** Online
Master of Science in Computer Science, Natural Language Processing *Sep. 2018 – Dec 2020*

EXPERIENCE

- **TWOSENSE.AI** New York, NY
Founding Engineer, Full Stack *Jun 2017 - Present*
 - **Mobile Engineer (Android):**
 - Implemented a Foreground Service-based application that subscribes to and processes streams of multi-modal sensor data, optimizing for power and CPU utilization.
 - Designed a proprietary Java framework for multi-threaded, graph-based data processing using Google's Guava APIs.
 - Used RxJava to build an event-driven mobile architecture.
 - Utilized dependency injection (Dagger) in the mobile frontend.
 - **Backend Engineer - Data Processing & Machine Learning:**
 - Ported Python-based machine learning models to run on the mobile backend infrastructure (using TensorFlow Lite).
 - Built machine learning data pipelines using scikit-learn, with custom ONNX operators.
 - **Chrome Extension Developer:**
 - Developed a Chromium (Google Chrome, Edge) extension using JavaScript (ES6) for typing behavior collection and analysis.
 - **.NET Developer:**
 - Implemented a background service-based desktop client for global input monitoring and analysis on Windows machines.
- **Florida Atlantic University** Boca Raton, FL
Firmware Engineer *Jan 2017 - Jun 2017*
 - **Role:**
 - Co-designed a patent-pending educational embedded device with Dr. Bassem Alhalabi at Florida Atlantic University.
 - Implemented proprietary firmware in Embedded C and MSP430 Assembly.
- **ORO/MagiCam** New York, NY (contractor / part-time)
Full Stack Engineer *April 2018 - Present*
 - **Role:**
 - Lead architect and engineer.
 - Built (using React, Node.js, Electron, Imagemagick) a platform (w/ desktop, web and AWS backend components) for capturing, generating and sharing customized gif animations.
- **Motorola Solutions** Plantation, FL
Software / Embedded Engineer, Intern *Feb 2017 - Jun 2017*
 - **Role:**
 - Co-designed and implemented algorithms that process data from complex sensor networks in a first responder setting.
 - Wrote (in Java) proof-of-concept code for portable BLE-supporting device prototypes running embedded Android.
- **The SilverLogic** Boca Raton, FL
iOS Engineer *Summer and Fall 2016*
 - **Role:** Developed and maintained multiple iOS applications for an array of clients, including First Service Residential, MyTownDelivery, PeopleTicker and others.

- **Aquifi** Palo Alto, CA (remote)
Image Processing Engineer, Intern *Jan 2016 - Dec 2016*
 - **Role:**
 - Created from scratch and deployed a fully-functional web gallery for 3D models in Python (Django) with AWS backend components.
 - Developed a specialized compression algorithm for stereo images of laser-scanned objects with a compression rate of up to 18% (using C++ and OpenCV).

- **Florida Department of Transportation** Deerfield, FL
iOS Engineer *Oct 2015 - Mar 2016*
 - **Role:** Upgraded and maintained the Sunpass road toll payment application, available on the App Store and serving thousands of users in Florida monthly.

- **Florida Atlantic University** Boca Raton, FL
Undergraduate Researcher *Sep 2015 - July 2016*
 - **Author - Extended Abstract and Implementation:** Research on boolean expression optimization algorithms. Development of an educational smartphone game powered by a modified version of the Quine-McCluskey algorithm. Presented at FURC 2016 and approved by LACCEI (July 2016).

SKILLS

- **Languages:** C/C++, Java, Python 3, JavaScript[ES6], Swift 5
- **CPU Architectures/ASM:** ARM Cortex M- $\{0\dots4\}$, MSP430
- **Tools:** Git, SVN, Jira
- **Frameworks/Libraries:** Cocoa, Android SDK/NDK, Flask, Django, React, RxJS, Node.js, Electron, OpenCV