Oleksii Levkovskyi

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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*
  - **Undergraduate Research**: A modified version of the Quine-McCluskey boolean expression optimization algorithm, and its application in a an educational smartphone game. Presented at FURC 2016 and approved by LACCEI (July 2016).

- **Nova Southeastern University** — Online
  Master of Science in Computer Science — *Sep. 2018 – Dec 2020*
  - **Master's Thesis**: Text2Logic: Generating Structured Predicate Logic Expressions From Natural Language

EXPERIENCE

- **TWOSENSE.AI** — New York, NY
  Founding Engineer, Full Stack — *Jun 2017 - Jun 2020*
  - **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.
  - **Android Engineer**:
    - 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.
    - Built an event-driven data processing component using RxJava.
    - Utilized dependency injection (Dagger) in the mobile frontend.

- **MagiCam** — New York, NY (contractor / part-time)
  Full Stack Engineer — *April 2018 - Jan 2020*
  - **Role**:
    - Built a media platform for on-the-fly GIF generation, viewing and sharing online.
    - Website (React) and desktop client (Electron, React, Imagemagick).
    - Server implemented using Node.js with AWS components.

- **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.
    - Developed proprietary firmware in Embedded C and MSP430 Assembly.

- **Motorola Solutions** — Plantation, FL
  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.
    - Developed proof-of-concept applications 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**: Refactored and maintained the Sunpass road toll payment application, available on the App Store and serving thousands of users in Florida monthly.

SKILLS

- **Languages**: C/C++, Java, Python 3, JavaScript, Swift 5
- **CPU Architectures**: ARM Cortex, MSP430
- **Tools**: Git, SVN, Jira
- **Frameworks/Libraries**: Cocoa, Android SDK/NDK, Flask, Django, React, RxJS, Node.js, Electron, OpenCV