Kyle Skompinski

8294 Hunters Cove, Williamsville, NY 14221 | (716) 480-2931 | kyleskom@buffalo.edu | kyleskompinski.com

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EXPERIENCE

Nike – Beaverton, OR
Software Engineer (Contract): December 2020 - Current
- Full stack engineer working on Audience Work Bench under Consumer Data Engineering and Analytics
- Internal tool to create hyperlocal marketing campaigns
- Implemented new features, fixed bugs and maintained application from UI to API to ETL pipelines
- Maintained and updated DAG's in airflow for our ETL pipelines
- Provided 24/7 production support for our application

M&T Bank - Buffalo, NY
Software Engineer: June 2019 - December 2020
- Built and maintained various ETL pipelines using Python, Apache Spark and Hadoop
- Optimized existing ETL pipelines increasing efficiency by 2x
- Saved team 5 hours daily by automating data migrations from various sources, using Python

PerkinElmer - Buffalo, NY
Software Development Intern: August 2018 - May 2019
- Added functionality and fixed bugs in a system used to process data related to pharmaceutical research and clinical trials
- Utilized Apache Spark, Scala, Node.js, Docker, AngularJS, and AWS to implement the functionality from UI through web services to data processing cluster
- Ensured code coverage by writing extensive unit tests

East Coast Wax – Clarence, NY
Co-owner/CEO: September 2011 - March 2018
- Created a company that formulates, produces, markets, and sells snowboard and ski wax
- Developed, formulated, and designed temperature specific waxes and products
- Ran production of products
- Marketed products (on-line, trade shows, ski resorts) and responded to client requests for special orders and packaging
- Responsible for ordering and financial management
- Provided solutions to client issues – damaged goods, replacement

PROJECTS

NBA Machine Learning Game Predictor
- Machine learning application used to predict the winners of NBA games, achieving ~70% accuracy
- Feed forward neural network built with Keras and Tensorflow
- Retrieves daily games and current teams stats to make accurate daily predictions
- Model trained using 13 seasons of daily team data and 104 features per game

HQ Trivia Bot
- Script that would automatically Google the game shows questions and return back best possible answer
- Using Teaseract OCR, screenshots were parsed to pull out the questions and answers.
- Using the Google search API, questions were searched and results parsed and counted for best possible answer

Embedded Weather Station
- An embedded Arduino app that pulls in weather information from a weather sensor
- Connected BME280 sensor to an Arduino using the I2C transfer protocol
- Data is read over a computers serial port using a Python script and sent to a Flask web application

ADDITIONAL INFORMATION

Languages: Java, C++, Python, C, Javascript, Scala, SQL, HTML, CSS
Tools and Frameworks: AWS, Apache Spark, Git, Jira, NodeJS, Angular, Android Studio, Hadoop, HDFS, Airflow, HBASE
Extra-Curricular: UB Hacking, Big Red Hacks at Cornell, iPhone Developers Meetups
Organizations: UB Association for Computing Machinery, UB Coding Group, Buffalo Devs
Certifications: Certified ScrumMaster (CSM) from Scrum Alliance

EDUCATION

University of NY at Buffalo (UB)
Bachelor of Science in Computer Science, August 2019