

Oskar Zdziarski

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Education

University of California, Irvine, Computer Science, B.S. 2022 – 2024 Jun
Specializing in Systems and Software: Irvine, USA
Computer Graphics, Computer Vision, Embedded Software, AI, Machine Learning, Operating Systems, Linear Algebra, Statistics, Data Structures, C/C++, Python

Keio University, Study Abroad 2023 Sep – 2024 Jan
Language Model research Tokyo, Japan

Santa Monica College 2019 – 2021

Research/Projects

CALM – Cellular Automata Language Model, Keio University 2023 Sep – 2024 Jan
- Research into machine learning methods
- Explored various use cases of cellular automata and how they could be applied to Large Language Models (LLMs)

Chip8 Machine Emulator

- Created an emulator in the C programming language that can emulate chip8 ROMs or programs
- Initially implemented using SDL2, then reimplemented using the Metal graphics API

Conways Game of Life

- Implemented using C++ and the bgfx graphics library

Professional Experience

Developer, DevzAI 2021 Sep – 2022 Jul
Irvine, USA
- Developed a robust frontend using the React framework, accelerating time to market and ease of use for customers.
- Implemented pagination using API calls to the backend, allowing for faster loading of UI elements.

Technical Support Intern, Pledge 2018 Apr – 2021 Jun
Technical support and automation scripting Venice, CA

Skills

Programming Languages

C/C++, Python, JavaScript, OCaml, Ruby, Bash

Technologies/Environments

OpenGL, Vulkan, Metal, GLFW, GLAD, CMake, Premake, React, PyTorch, Numpy, Linux

Languages

English, Japanese (N2), Polish