

# Gabriel (Gavri) Kepets

[gkepets@gmail.com](mailto:gkepets@gmail.com) | [gavrikepets.com](http://gavrikepets.com) | [github.com/gkgkgkgk](https://github.com/gkgkgkgk) | 201 286 3988

## Education and Skills

---

### The Cooper Union for the Advancement of Science and Art

Master's in Electrical Engineering - *Expected Graduation: Spring 2024*

Bachelor's in Electrical Engineering, Minor in Computer Science - *Graduated in Spring 2023*

*Relevant Coursework: Software Engineering, Databases, Signal Processing, Natural Language Processing, Computer Graphics, Financial Signal Processing, Communication Networks, AI, Deep Learning, Remote Sensing, Frequentist Machine Learning, Computer Vision*

**Technical Skills:** Programming, Databases, AWS, Unity3D, Blender

*Proficient Programming Languages and Databases:* C++, Python, Java, JavaScript, Golang, Odin, DynamoDB, MongoDB, MySQL

## Work Experience

---

### Amazon, Seattle, WA

Software Dev Engineer Intern - Amazon Connections - *Summer 2023*

- Designed, built, and tested a feature to collect a new type of data point for the Connections team to gather feedback from high profile employees at the company. The new feature was integrated into Amazon Connections, an application used internally at Amazon to collect feedback from employees, and pushed into production. (Java, React, AWS)

Software Dev Engineer Intern - Amazon Connections - *Summer 2022*

- Developed a component on the Amazon Connections administration platform to track metrics that indicate the progress and health of internal research campaigns. (Java, React, AWS)

### Bluestamp Engineering ([www.bluestampengineering.com](http://www.bluestampengineering.com)), Remote

Director - *Summer 2021 through Spring 2022*

- Coordinated enrollment, procurement and distribution of equipment for 125 students. Managed a team of 11 instructors.

Instructor - *Summer 2020*

- Guided students through electrical engineering and software development projects. Taught students and managed projects involving numerous technologies such as Arduino, Raspberry Pi, Unity3D, and more.

### Autofleet ([www.autofleet.io](http://www.autofleet.io)), Tel Aviv, Israel

Full Stack Developer - *October 2018 through April 2019*

- Developed an adapter and improved changes to the core codebase to allow integration between Autofleet services and a large ride sharing company in preparation for a pilot. (Node.js / Kubernetes / MySQL / RabbitMQ)
- Worked closely with the CEO, CTO as well as the other developers to prepare the company for product launch.

### BGC Partners ([www.bgcpartners.com](http://www.bgcpartners.com), NASDAQ-BGCP), New York, NY

Full Stack Developer - Automation and FENICS Teams - *Summer 2019*

- Introduced and developed an agile workflow with continuous integration, deployment with Docker / Kubernetes support for application codebases. (Java / Node.js / Git / Jenkins / Docker / Kubernetes)
- Designed and developed a new launchpad for FENICS, an electronic US treasuries trading platform. The new launchpad integrates real time market data, news, and streamlines the user experience when launching the trading applications. (Node.js / React.js)

Developer / QA Engineer - Market Data & QA Automation Teams - *Summer 2018*

- Expanded automated GUI test frameworks for FENICS UST (US Treasury trading platform) with interactive data visualization for test framework results. (Java, ELK Stack)

Developer - Post Trade Development Team - *Summer 2017*

- Developed a multi-asset class transaction netting engine. Resulting code was put into production. (Java)

## Project Experience

---

### Preference-Based Path-Planning for Autonomous Robots ([pathplanning.online](http://pathplanning.online))

Was part of a team that developed a pathfinding algorithm for autonomous robots. Created a novel algorithm that was able to adapt to various robots and optimization criteria, such as the user's desire for speed, safety, and energy usage while traveling. (Python)

### ApolloSim: A LIDAR Simulator with Calibrated Sensor Noise ([github.com/gkgkgkgk/apollosim](https://github.com/gkgkgkgk/apollosim))

ApolloSim is my Master's Thesis at Cooper Union that focuses on building a simulation for LIDAR sensors. The focus of this project was to develop "calibrated noise", allowing the simulation to closely resemble the imperfections of the sensor in the real world. (Odin, OpenGL)