Marek Kapolka

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EXPERIENCE

Software Engineer, AGOGO Amalgamated; San Francisco, CA   2013-Present
- Maintained and expanded a corpus of web scrapers built to extract media links and metadata.
- Used Wireshark and web debugging tools to demystify and scrape complex Javascript-powered web pages.
- Implemented an early filtering system that reduced the amount of wasted processing done by the scraper by over 50%.
- Helped maintain AGOGO's AWS infrastructure and improve backend stability.
- Designed and implemented a terse language for extracting metadata from websites, greatly reducing the time required to integrate new content.
- Worked on the REST API that powers AGOGO's web and mobile clients.

Research Assistant, MOVES Institute; Monterey, CA   Summers of 2008-2012
- Developed training applications using C++, Java, and the Delta3D game engine.
- Integrated eye tracking software, heart monitors, and sophisticated flight models to create research simulations.
- Created an Android application simulating a UAV command interface.

Engineer, Trading Voices; Zero1 Biennial, San Jose CA   2010
- Created a content management system in PHP to upload and organize YouTube videos and relevant metadata.

EDUCATION

B.F.A. Digital Media Art, Minor in Computer Science; San Jose State University, 2012
- Relevant coursework included Data Structures and Algorithms, Object Oriented Design, and Discrete Mathematics.
- Built a component-based game engine in Actionscript as a capstone project.
- Repurposed the Unity game engine to export map data in XML format.

SKILLS
Python, MySQL, DynamoDB, Wireshark, AWS, Javascript, Coffeescript, Java