

# Simonas Stonkus

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## Work Experience

**Koduu** January 2024 – Current  
Software Engineer Dublin

- Full-stack developer working on multiple internal and external projects.
- Frontend experience in React.js, backend in Node.js and Python

## Delivered projects

- Character Crucible, an AI powered character generation webapp for tabletop games.
- VoxMail, a voice-message customer support embed for websites that leverages AI to transcribe and translate customer messages.
- BizCrunch, a platform for mergers and acquisitions, helping prospective buyers find a list of suitable companies, and providing potential business sellers an accurate valuation for their company.
- Currently working on Pal AI, a smart project management assistant that maintains a knowledge base of relevant company details.

## Education

**Dublin City University** Sept 2021 – Sept 2022  
MSc in Astrophysics and Relativity

- Achieved first class honours (75%) on my thesis “Studying the Anti-Hawking effect in a BTZ black hole spacetime”. Expanded and tested a mathematical model of a particle detector during the research project.
- Developed skills in advanced data and mathematical analysis methods using Python through academic work.
- Attained a grade of 86% in the data analysis and machine learning module where I completed two machine learning projects, using both PyTorch and Scikit-learn.

**Trinity College Dublin** Sept 2017 – May 2021  
BA in Physics and Astrophysics First Class Honours (70%)

- Achieved first class honours (70%) for my thesis where I developed a Python pipeline for identifying unusual supernovae based on lightcurve data from large datasets, contributing to further research in the detection of unusual Type Ia Supernovae.
- Elected as course representative in the final year which entailed internal governance and guidance between the university and student body. Lobbied for changes of course structure and organisation to meet the student needs more effectively.

## Personal Projects

- Created a web app to calculate “accurate” timezones (aka down to the second) based on user location data. Additionally, included a game where players guess the “timezone” of various cities.
- Developed a Python bot to track and visualise marketplace value of video game items.
- Created a script to transform an image into 3D printer readable G-Code.
- Completed courses on data structures, algorithms, Java, Kotlin, SQL, and JavaScript.

## Skills

- **Programming:** JavaScript/TypeScript, HTML, CSS, Tailwind, React, Node, Python, SQL, R, Java, C++, Kotlin
- **Languages:** English (*Fluent*), Lithuanian (*Native*), French (*Conversational*)

## Volunteering

**Dublin University Badminton Club** Sept 2018 – Sept 2023  
*Team Captain (2019 – 2022), Ordinary Committee member (2018 – 2022), Kits Officer (2019 - 2020)*