

# LUCAS SVIRSKY

Brooklyn, NY | (347-440-9881) | [lsvirsky@wesleyan.edu](mailto:lsvirsky@wesleyan.edu) | [LinkedIn](#) | [github.com/lucas-svi](https://github.com/lucas-svi) | [svirsky.dev](https://svirsky.dev)

## EDUCATION

Wesleyan University, Middletown, Connecticut

Expected May 2026

**Bachelor of Arts in Computer Science and Artificial Business, GPA: 3.77/4.00**

- *Honors & Activities:* Dean's List, Goldman Sachs Scholar, Member of CodeWes, OurCampus, WesEntrepreneurs
- *Relevant Coursework:* Algorithms & Complexity, Logic and Functional Programming Languages, Software Engineering, Artificial Intelligence, Information Security & Privacy, Discrete Mathematics, Computer Science (I & II)

## SKILLS & INTERESTS

**Programming Languages:** Proficient: Python, Java. Experience: C, C++, JavaScript, HTML/CSS, TypeScript, Deno, Solidity, PHP, SML, Lua, Kotlin

**Tools & Technologies:** Git, GitHub Actions, Jenkins, Docker, Kubernetes, AWS, Azure, Flask, Django, PyTorch, TensorFlow, Pandas, MySQL, MongoDB, Redis, Linux/Unix, Agile/DevOps

**Languages:** English (Fluent), Russian (Fluent)

**Interests:** Entrepreneurship, Cognitive Science, Fitness, AI, and Advanced Puzzles (expert-level Sudoku)

## EXPERIENCE

**Safeway Moving Systems, Backend Developer**, Ft. Lauderdale, FL (Remote)

June 2019 – Present (Part-time)

- Cut costs by \$3,000/month by fine-tuning an LLM for speech diarization and sentiment analysis, reducing manual oversight by 65%.
- Boosted customer satisfaction by 20% by integrating Vonage's Voice API for real-time transcription and sentiment analysis, enabling early detection of dissatisfied customers.
- Increased agent efficiency by 35% and reduced resolution times by 25% by implementing a Flask-based interface for rapid access to call transcriptions.
- Reduced travel time by 15% and fuel costs by 10% by implementing a modified A\* algorithm in Samsara's fleet management system, improving fleet utilization by 15%.

## PROJECTS

**Novoline Solutions, Founder & Lead Developer**, Brooklyn, NY

May 2018 – Present

- Generated \$300K+ in revenue with 120% YoY growth by engineering a Java-based Minecraft client for advanced customization and real-time adjustments, attracting over 15,000 active users.
- Designed advanced in-game automation features, including customizable keybindings and predictive movement algorithms, enhancing player efficiency and gameplay experience.
- Achieved a 70% reduction in deployment times with consistent sub-100ms response speeds by integrating cross-platform compatibility, establishing CI/CD pipelines, and deploying load balancing.
- Ensured reliable client operation under rigorous server-side validations by engineering advanced code obfuscation and security measures, maintaining stability against complex detection mechanisms.

**FileZero, Project Lead & Developer**, Middletown, CT

October 2024 – December 2024

- Developed a blockchain-based file-sharing platform by leveraging Solidity and Hardhat to create decentralized file tracking on the Sepolia Ethereum test-net blockchain.
- Ensured file confidentiality by implementing client-side AES-256 encryption before IPFS uploads, adhering to zero-trust encryption principles.
- Secured end-to-end file handling by creating Node.js scripts for file encryption, IPFS uploads using the Pinata SDK, and file decryption.
- Demonstrated an understanding in blockchain technology, cryptographic methods, and decentralized storage by leading the integration of smart contracts and encryption protocols.

**OurCampus, Backend Developer**, Middletown, CT

October 2022 – January 2023

- Reduced query times from 5 minutes to 20ms (~15,000x faster) by engineering a seat notification system for Wesleyan's student app, improving user efficiency during peak registration.
- Enabled robust performance for thousands of concurrent users by building scalable backend services and real-time databases with Python, JavaScript, and Firebase.
- Improved data retrieval efficiency by 40% with faster load times and enhanced user experience by designing REST APIs for smooth communication between frontend and backend systems.