Albert Łukasik

E-mail: lukasik.albert@gmail.com
Phone number: +48 515 961 480
Country: Poland

Job Experience

01.2025 - current, Co-Founder of MindEasy - a neurotechnology startup using EEG recordings and LLM in education for children with special needs

10.2023 - current (till 09.2024), Grant Researcher in "Phenomenological psychopathology of time experience in addictions", Poznań University of Medical Sciences
- conducting literature review
- corpus analysis

01.2022 – 02.2024, IT Scientist Specialist, VOBACOM Sp. z o. o.

- user experience research using psychological tests augmented reality devices, and questionnaires,
- working with AR and VR headsets (Oculus Quest 2, Microsoft Hololens 2, Pico Neo Pro Eye),
- working with 3D scanning and mocap devices.
- organizing workshops popularizing Augmented Reality and Artificial Intelligence

03.2022 - 10.2022 - Marketing Specialist, Sebastian Kotow - inspiration to think and act
My tasks during this collaboration were the following:
- conducting scientific literature research in Cognitive Psychology, Social Psychology,, and Organizational Psychology and summarizing them into smaller, easier-to-understand pieces of information,
- coding and analyzing responses from questionnaires in Google Sheets,
- preparing PowerPoint presentations.

08.2021 – 11.2021, Biometric Data Analyst, ASM – Centrum Badań i Analiz Rynku Sp. z o. o.

- conducting market research using eye-tracker devices and software,
- eye-tracker data analysis
- conducting in-depth interviews.

Research and internship experience

01.04.2024 - current - Research Assistant in Embodied Cognition Lab in Lisbon, Portugal

Conducting data analysis from the experiments (HRI study with the Pepper robot) as well as organizing scientific events such as conferences and workshops

07.2023 - current - Research Team Leader - Grants4NCUStudents
Analyzing the influence of age and attitude toward technology on social interaction and mentalization of ChatGPT: An empirical study (Grants4NCUStudents)

- recruiting and maintaining contact with the participants,
- questionnaire and schedule management,
- data management,
- statistical analysis.

01.04.2023 - 18.08.2023 - Research Advisor for iMIND Institute

Proposing study design, pointing out potential limitations and opportunities of the study, writing grant proposal (we didn't get it but it was worth trying)

07.2021 - 04.2022 Scientific Researcher - BrainAttach
Designing the biofeedback game using an EEG-biofeedback device. My tasks during the internship were:
- conducting a scientific literature search,
- designing experiments,
- conducting preliminary study (software testing, game testing).

10.2019 – 05.2021, Research Assistant – Centre for Modern Interdisciplinary Technologies (Nicolaus Copernicus University)
1. Research project „Risk and preventing factors in psychological state within people in the face of COVID-19"
- recruiting and maintaining contact with participants,
- instructing participants on how to complete particular tasks,
- database management (Google Spreadsheets).

2. Research project „In the search of psychophysical and neural correlates of temporal g factor: perception of the sequence of stimuli and general intelligence"
- supervision of executing intelligence and behavioral tests,
- preparing participants for EEG research (apparatus assembly, providing instructions).

09.2020 - 03.2021, Marketing Specialist - apprenticeship - Acorn
Social media handling. I was responsible for:
- creating Instagram posts regarding lifestyle for a healthy brain and mind
- connecting with people from the Data Science community

09.2020 – 10.2020, Research Assistant – internship - Education 3.0
Market research using an eye-tracker device
- designing the target audience and recruitment of participants,
- conducting online questionnaires,
- data analysis (AOI, saccades, fixation time).

04.2018 – 06.2018, Project participant – Culture Night 2018
Research on event's influence on the perception of Lublin city
- conducting sociological interviews,
- development of transcripts,
- data analysis (category coding).

Education
02.2023 – current, Academia Rerum Socialium in Toruń, Social Sciences, PHD
    Thesis: *Effects of manipulating perceptual dimensions of the mind on the perceived intentionality and emotions of an artificial agent: the virtual reality and neuroimaging approach.*

10.2019 – 07.2021, Nicolaus Copernicus University in Toruń, Cognitive Science, master degree

Thesis: *The influence of aging and subconscious processes regarding emotions and social cognition*

10.2016 – 07.2019, Maria Curie-Sklodowska University in Lublin, Cognitive Science, bachelor degree
Thesis: *Modern problems in neuroscience*

Scientific Club Experience

2021 - 2022, Oculographic Research Science Club in Warsaw:
- organizing virtual conference
- creating Facebook posts regarding eye-tracking research

2019 - 2021, Cognitive Science Student Club in Toruń:
- translating and summarizing scientific papers,
- preparing multimedia presentations (Canva, PowerPoint),
- coordinating club members during scientific events.

2017 - 2019, Cognitive Science Student Club in Lublin:
- organizing, conducting, and coordinating scientific conferences (Cognitive Science Days in Lublin, Neurodiversity Days),
- conducting scientific workshops for high school students and introducing them to Cognitive Science

Honors and awards

Rector's Scholarship for best students (2020) - Nicolaus Copernicus University

Rector's Scholarship for best students (2019) - Maria Curie-Skłodowska University

Rector's Scholarship for best students (2018) - Maria Curie-Skłodowska University

Rector's Scholarship for best students (2017) - Maria Curie-Skłodowska University

Skills

Foreign languages:
- English - C1
- Polish - C2
- Spanish - A2

Research and analysis:
- python (data analysis, basic statistics, data visualization, pandas and numpy modules) · statistics foundation (theory, SPSS fundamentals, Jamovi fundamentals),
- tobii pro lab software for eyetracker analysis

- multimedia presentation (Canva, PowerPoint)
- digital organizers (Obsidian, Notion, Slack, Discord)
- github fundamentals
- EEG data analysis in EEGlab
- statistical analysis with Jamovi
- EEG-biofeedback design and procedure (both theory and practice)
- experimental design with the use of artificial agents (avatars, chatbots, robots)