Aleksander Grzyb

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I am software developer with focus on iOS and Computer Vision. I love new technologies, beautiful design, traveling and personal development.

Education

Poznań University of Technology
Master's Degree, Computer Science
Area of specialization: Intelligent Decision Support Systems
Master's thesis - „Automatic stitching of OCT retinal images"
2014 - 2015 (current)

Poznań University of Technology
Bachelor's Degree, Robotics and Control Engineering
Bachelor's thesis - „Robot Operating System interface for walking robot (team project)"
Final GPA of Bachelor's Degree - 4.61
2010 - 2014

Student Exchange
Tallinn University of Technology in Estonia, Tallinn
MSc, Computer Science
Spring semester 2015
Universidad Politécnica de Cartagena in Spain, Cartagena
BSc, Robotics and Control Engineering
Fall semester 2012/2013

Employment

Westinghouse Electric Company
Engineering Internship
Prepared analysis of circuit board that collects and processes currents from sensors measuring neutron flux inside nuclear reactor.
Windsor Locks - USA, 06.2014 - 10.2014

Business Reporting Advisory Group
iOS Developer
Developed application that digitizes text from shop receipt based on its photo.
Technologies - Objective-C, C++ , iOS SDK, OpenCV, Tesseract OCR, TestFlight
Poznań - Poland, 10.2013 - 04.2014

Samsung R&D Center
Software Development Internship
Developed application as a plugin to Chrome browser that enables user to apply multiple filters on a provided input image and then, to download result.
Technologies - C++, C, PPAPI
Poznań - Poland, 03.2013 - 05.2013

Private projects that I am proud of

Recent
Right now I am working on my **master's thesis** which is part of a bigger project financed by the National Centre for Research and Development. First report of my work is available here (in Polish).

During student exchange in Tallinn I participated in a hackathon organized by Skype where I developed **iOS application** that shows menu of university cafeterias. App source code is available here.

Other
I was marketing team manager of **Cyberbot Robotics Festival** which is an annual event of Poznań University of Technology. I was responsible for coordinating work of team (3 people) and creating marketing campaign strategy. Moreover for 2012 edition of this festival I developed a promotional mobile application in Lua that was successfully published on **Google Play**.

I built **Line Follower** robot for Cyberbot Robotics Festival in two-member team. I was responsible for hardware and software. Movie with robot in action is available here.

Software development

What I like to use in iOS development
Version control - Git
IDE - Xcode (main development), Sublime Text (for everything else)
Third party libraries (Objective-C) - AFNetworking, Masonry, Mantle, Kiwi, MagicalRecord
Debugging - Charles, Reveal
Design - Sketch
Backend - Parse
Practices - Based on this guide

Languages
In which I have relatively long experience - C++, C, Objective-C
In which I have relatively short experience - Swift, Ruby, Python, Java, JavaScript, Lua,, HTML, CSS, Matlab