Lukas Augustynowicz

437-991-4785 | lukas.augustynowicz@mail.utoronto.ca | https://www.linkedin.com/in/lukas-augustynowicz/ | https://augustynowiczl.netlify.app

Education

University of Toronto Toronto, ON

Bachelor of Science in Computer Science *Sept. 2020 – Apr 2025*

- Specializing in Software Engineering

Experience

Application Operations Engineer Jan 2024 – Apr 2024

PointClickCare *Mississauga, ON*

- Enhanced ETL automation for alerting customers during messaging service outages, achieving a 200% reduction in runtime, resulting in faster response times and improved customer satisfaction.
- Created comprehensive documentation for an ETL pipeline using MSSQL and SSIS, detailing data extraction, transformation, loading processes, and ensuring clarity for team collaboration and future reference.
- Investigated root cause of log noise resulting in a 20% decrease of superfluous logs, increased detectability and system stability.
- Utilized AppDynamics to monitor API health and system performance, identifying potential bottlenecks and ensuring optimal service availability and efficiency.

Full-Stack Developer May 2022 - Dec 2022

Taq Automotive Intelligence *Markham, ON*

- Collaborated closely with diverse teams to develop and deploy web applications written in Angular, C#, and MSSQL.
- Implemented features into existing RESTful APIs using SOLID and OOP principles, accompanied by comprehensive testing procedures.
- Engaged in code reviews, deployments, and played a pivotal role in developing solutions for critical challenges that emerged while following the software development life cycle.

Projects

Decentralized Ticket Master | *NextJS, Nodejs, Solidity, EtherJS, Wagmi, Git* Jan 2025 – Mar 2025

- Designed and developed a user-friendly TicketMaster clone, a fully decentralized Web3 ticketing platform, enabling event organizers to create NFT-based ticket listings.
- Integrated smart contracts in Solidity to issue and manage tickets as NFTs on the Ethereum blockchain via BuildBear.
- Implemented ticket purchasing, reselling, and transferring functionality, providing decentralized transparency and security for both event organizers and users.
- Deployed smart contracts and the Web3 frontend using Hardhat and Netlify, ensuring a stable and seamless user interface for interacting with the blockchain.

News Article Classification | *Python, NumPy, Pandas, Scikit-Learn, Jupyter Notebook* Mar 2023 – Apr 2023

- Developed a machine learning model to classify news articles into different classes using Gaussian class conditional classifiers.
- Utilized various Python libraries for data manipulation and implemented various preprocessing techniques to clean and prepare the dataset.
- Conducted n-fold cross validation to evaluate the accuracy of the classification model and fine- tuned it resulting in 10% increased classification precision.

Advanced Ray/Path Tracer | *C, Assembly, Git* Sept 2024 – Dec 2024

- Designed a ray tracing engine from scratch using C and Assembly, simulating realistic 3D images using basic shapes.
- Implemented fundamental ray tracing features such as ray casting, collision detection, and Phong model shading.
- Incorporated advanced rendering techniques including texture and normal mappings, area light sources for accurate illumination and shadows, and anti-aliasing to reduce visual artifacts and improve image quality.