Karol Hetman

PROFILE

I'm a software developer with a deep curiosity for technology, a background in Computing Science, AI, and Physics, and a genuine interest in world politics. I'm drawn to roles where I can use my skills to make a positive impact, especially in contexts as important as global security. I love learning and tackling complex problems, and I thrive when collaborating with people from all walks of life. Joining NATO's Young Professionals Programme would be an incredible opportunity to grow and contribute in meaningful ways, working on challenges that shape the future for us all.

EXPERIENCE

SOFTWARE DEVELOPER, DEFDONE/BLOCKBITES – 2023-PRESENT

Implemented developer (fondant) tools for CSPR blockchain. Managing mobile app deployment for IOS App Store. Using Unity engine to develop mobile applications.

AUTOMATION SPECIALIST, VIPER SP. Z.O.O. – 2023 JUNE - 2023 SEPTEMBER

Streamlined the product shipping process, automating order to dispatch pipeline. Automating data archivization with AWS S3.

CYBER SECURITY COMPLIANCE INTERN, EY – 2021 JUNE/ 2021 AUGUST

I reviewed customer's security policies in compliance with GDPR and ISO27001, communicated with international clients, as well as translated internal company resources.

PROJECTS

TOPDOWN SHOOTER GAME IN RUST

To explore the Rust language and because of my passion for games I decided to create a game and publish it on Steam platform. I want this project to be my learning journey with game and software design. I also want to polish skills that I find important such as unit testing.

Technologies used: Rust, Bevy game engine I highly recommended you check it out :)

PHYSICS SIMULATION - EDULAB

I designed and developed a physics simulation software to provide high school students with a physics sandbox to teach through practice. It was my first big project and it was part of my undergraduate dissertation.

Technologies used: C++, Dear ImGui, SDL Box2D, Google Test Suite

GENE SPREAD MODEL

Me and my colleagues developed a model to predict spread of a carcinogen gene mutation. Because of the abundance of data we were able to model the Icelandic population, apply graph theory and achieve significant results.

Technologies used: Python, XGraph, Numpy, Pandas

All of the projects, and more are pinned on my GitHub profile.

EDUCATION

University of Aberdeen, UK – **Ms. Artificial Intelligence** 2024 Jan-Present

University of Aberdeen, UK – **BSc. Computing Science & Physics** 2019-2023

SKILLS

- C ++
- Linux
- Python
- TensorFlow
- Rust
- Docker
- Web App Security
- Networking
- Cloud (Mostly AWS)
- Java

AWARDS

- The Inform Prize (2022) - I and my team were awarded "The Inform Prize". We created a native Android app for recipe recommendation where I integrated a recommendation engine, and developed the recipe web scraping feature. **Technologies used:** Postman, Python, Agile/Scrum, WebScraping, Docker

- The Data Lab Academy student scholarship: My Ms. studies were funded by DLA which offers a programme of workshops, networking events, masterclasses.

LANGUAGES

- Polish - Native (Citizenship)

- English - C2 (Settled status in UK)