

Dawid Lominski

Location: Northampton, United Kingdom

E-mail: dawidlominski996@gmail.com

Mobile Number: 07598884269

Profile:

A Computer Science undergraduate that has achieved 2:1 Upper Class at Coventry University. A motivated and enthusiastic student that has previous experience working in groups as well as individually. Hold a deep understanding of IT skills, with previous experience of working with programming languages such as; Python. Looking to secure a junior position which would provide an opportunity for me to apply and further develop current skill set and knowledge within the industry.

Technical Skills:

Programming Languages: Python
Databases: SQL, Oracle
Operating Systems: Microsoft Windows
Microsoft Office: Word, Excel, PowerPoint
Design: Adobe Dreamweaver, Fireworks, and Photoshop
Other: EV3, Unreal Engine

Practical Skills:

Fluent in Polish and English
A full driving licence (with an access to a vehicle)
Computer Building

Education:

Computer Science BSc Coventry University (2015-2018)

Second Year Modules (70%):

Real World Project – 66%
Technology and its Social, Legal and Ethical Context - 52%
Software Engineering – 74%
Data and Information retrieval – 72%
Operating Systems, Security and Networks – 68%
Programming, Algorithms and Data Structures – 80%
Certified Adobe Photoshop (ACA): Visual Communication – 76%

Third Year Modules (69%)

Security and Compliance in the Cloud – 65%
Individual Project – 72%
Intelligent Agents – 54%
Software Quality and Process Management – 67%
Theoretical Aspects of Computer Science – 69%
Business Start Up – 58%

Abbeyfield 6th Form – A-Levels (2013-2015)

Mathematics	B
Polish	A
Travel and Tourism	A*

Relevant Projects:

Final University Project – 72% - (05/2017)

As my final project during my third year at the university, I wanted to use a technology that I have never been in contact with to make it challenging for myself. So, for my final project I have decided to find out “How accurate is an emotion recognition-based emoji recommendation system” in Python. Using machine learning, I have created a system that by looking at a picture is able to predict an emotion, although not always accurate. During this time-consuming project there was a lot of testing that needed to be completed to find out the most accurate algorithm for predicting emotions and then recommending emojis based on the prediction. The result of this project found out that even the most accurate algorithm I have tested is not accurate enough to correctly predict emotions with only 48% success rate on 7 emotions which is less than half and 67% on 4 emotions. The reason the 4 emotions have a higher success rate is because they are the easiest to recognise

out of all 7 (happy, neutral, sad and surprised). I am happy with the conclusion and how this project progressed. I received a First Class in this project which made all the work worth it. This project by far was the most challenging as I have never worked with the technology like this, but also making sure that the written part is completed correctly. If more time given I would increase the scale of this project and possibly create a mobile application for further testing.

Coventry University Computer Club Hackathon (03/2017)

As this was my second Hackathon, I knew what I needed to improve individually but also how we should work in a group. This time we only had 4 members in the group and have decided to use Python as the main language. Our main idea was to use the Twitter API. We would pull tweets from the Twitter dependant on the keyword that we chose. Afterwards the program would analyse the tweet and provide sentiment analysis, which we would use to display the information in a graph. One of my main tasks was to write a program that uses the sentiment analysis to display the results in a graph. I was also helping in pulling the tweets from the Twitter API. Overall, we came third out of 7 groups, which we are really proud of. We had some problems, such as Twitter API limiting us on the number of tweets that we can pull in a certain time, but we were able to find a solution which wasn't ideal, but we made it work. As an improvement for next year we will try to make sure that our project is fully complete.

Treasure Hunt Program Project – 78% - (01/2016 - 04/2016)

The purpose of this project was to work closely in groups to create an Artificial Intelligence (AI) robot that would look for 'treasures' and sort them per their value. The program had to be written in Python, also a Graphical User Interface (GUI) had to be implemented so the user could navigate easily and start the program. Creating a working and user-friendly GUI and creating different models for an AI that a user could choose and implementing them into the game was my task. This included using Object Oriented Programming (OOP). As a group we were able to finish the project before the deadline, we were tested during an individual 'interview' and I was able to achieve 78% in this project. If I was going to complete this project again I would make sure that the work was fairly distributed between everyone involved, but also would make sure that we would stick to our personal deadlines. This project has improved my time management and helped me develop my Object Oriented Programming (OPP) even further. OOP is widely used in the industry and this project has helped me understand how it works and how it is used even better.

Work Experience:

Fish Sales Assistant (October 2014 - Present)

One of the main duties as a sales assistant is serving customers, and provide an excellent customer service to customers. It is essential to be punctual, have a great time management, and be able to cope in stressful situations, as it can get very busy. Working as a part of the team and communicating with colleagues is very important as miscommunication may lead to providing poor customer service.

Interests:

Tennis

Joined Tennis Society at Coventry University. Play twice a week at a tennis facility in Coventry. The skills that tennis has taught me is mainly time management, as it can be fairly hard to find 2 spare hours twice a week at university, and this has made sure that I always have time to play tennis. Also, due to playing tennis my winning mentality has increased and because of that I am more motivated to complete the challenges that I would face.

References:

Available on request