

INTRODUCTION

I GREW UP IN KRAKÓW, POLAND AND CURRENTLY AM STUDYING COMPUTER SCIENCE AT AGH. A DOWN-TO-EARTH EXTRAVERT ALMOST ALWAYS PLANNING EVERYTHING AHEAD WITH A HEAD FULL OF IDEAS AND WILLINGNESS TO BUILD NEW PROJECTS WITH AWESOME PEOPLE. MAN OF MANY INTERESTS AND TOO LITTLE TIME TO SPEND ON ALL OF THEM. NEVER BORED, ALWAYS MOTIVATED FOR INCOMING CHALLENGES. LOOKING FORWARD TO GAINING MORE WORK EXPERIENCE

CONTACT -

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SOCIAL MEDIA -

GITHUB

GITHUB.COM/FORLIFY

LINKEDIN

LINKEDIN.COM/in/KUSTRABLAZEJ

WEBSITE

BLAZEJKUSTRA.COM

I HEREBY GIVE CONSENT FOR MY PERSONAL DATA INCLUDED IN MY APPLICATION TO BE PROCESSED FOR THE PURPOSES OF THE RECRUITMENT PROCESS UNDER THE REGULATION (EU) 2016/679 OF THE REPROPEATION FOR THE PROTECTION OF NATURAL PERSONS WITH REGARD TO THE PROCESSING OF PERSONAL DATA AND ON THE FREE MOVEMENT OF SUITED AND EPERS HAVE DESCRIBED FOR THE PROTECTION OF PROPERTY OF SUITED AND AND THE PROTECTION OF PROPILATION.

BŁAŻEJ KUSTRA

COMPUTER SCIENCE STUDENT

EXPERIENCE

2017-2019 • IDEO BRICKS COMPANY

- WROTE A SOFTWARE HELPING TO OPTIMISE THE USAGE OF LEGO BRICKS WHILE CREATING 2-D PICTURES.
- WORKED ON BUILDING VARIOUS LEGO CONSTRUCTIONS AND PROJECTS.

2012-2018 • YOUTUBE CONTENT CREATOR - FORLIFY

- RAN SOCIAL MEDIA CAMPAIGNS IN MULTIPLE CHANNELS (I.E. YOUTUBE, FACE-BOOK, INSTAGRAM)
- GATHERED OVER 200.000 SUBSCRIBERS. MADE MORE THAN 500 GAMING-RE-LATED VIDEOS.
- COLLABORATED WITH VARIOUS COMPANIES, E.G. ACER, HP. GETHERO.

EDUCATION

2018-2023 • AGH UNIVERSITY OF SCIENCE AND TECHNOLOGY

- 2ND YEAR STUDENT, COMPUTER SCIENCE, SOFTWARE ENGINEERING PATH.
- MEMBER OF THE BIT STUDENT SOCIETY AND RESEARCH GROUP, FOCUSED AROUND ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING TECHNOLOGIES.

2015-2018 • BARTLOMIEI NOWODWORSKI HIGH SCHOOL

- CREATED AND HOSTED THE SCHOOL'S YOUTUBE CHANNEL AIMING TO PROVIDE UPDATES AND INFORMATION ABOUT ALL THE IMPORTANT SCHOOL MATTERS AND EVENTS. THE CHANNEL ALSO SERVED ENTERTAINMENT PURPOSES FOR THE STILLPENTS.

PERSONAL PROJECTS

2020 • LEGO ARTIFICIAL INTELLIGENCE SORTING MACHINE

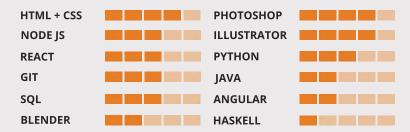
- USES VISUAL RECOGNITION AND CONVOLUTIONAL NEURAL NETWORK TO IDENTIFY AND ASSIGN LEGO BRICKS TO DIFFERENT CLASSES.
- WRITTEN IN PYTHON (TENSORFLOW, KERAS, OPENCV AND MORE). DATASET GENERATED IN BLENDER WITH LDRAW LIBRARY.

2019-2020 OCURSES WEB APPLICATION

- USERS CAN SIGN UP, JOIN COURSES, DISPLAY INFORMATION ABOUT COURSES, AS WELL AS FILTER AND RATE THEM.
- WRITTEN IN ANGULAR, NODEIS WITH MONGODB DATABASE.

FURTHER PROJECTS AT WWW.GITHUB.COM/FORLIFY

IT SKILLS



ACHIEVEMENTS & CERTIFICATES

- ENGLISH B2 (AGH CERTIFICATE).
- PARTICIPANT OF THE "PRYMUSI AGH" PROGRAM FOR TOP FIRST-YEAR STUDENTS.

INTERESTS

- RECORDING AND VIDEO EDITING
- COOKING
- FOOTBALL