

# 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 RECRUATION (BU) 2016/679 OF THE REPROPACH PARLAMENT AND OF THE COUNCIL OF 27 APRIL 2016 ON THE PROTECTION OF NATURAL PERSONS WITH REGARD TO THE PROCESSING OF PERSONAL DATA AND ON THE FREE MOVEMENT OF USING A DATA OF THE PROTECTION OF THE PROCESSING OF PERSONAL DATA AND ON THE FREE MOVEMENT OF USING A DATA OF THE PROTECTION OF THE PROTECTI

# **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

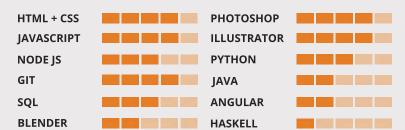
- USES VISUAL RECOGNITION AND CONVOLUTIONAL NEURAL NETWORK TO IDENTIFY AND ASSIGN LEGO BRICKS TO DIFFERENT CLASSES.
- WRITTEN IN PYTHON (TENSORFLOW, KERAS, OPENCV AND MORE). DATASET GENERATED IN BLENDER WITH LDRAW LIBRARY.

#### 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 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