

ŁUKASZ GRACZYK

MASTER OF SCIENCE IN INFORMATION TECHNOLOGY

SKILLS

- Web Development
- Mobile Application
 Development
- Game Development
- Computer Hardware Integration

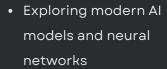
FOREIGN LANGUAGES

English

80%

PERSONAL SKILLS

- Physical activity
- Computer peripherals







LINKS







ABOUT ME

I am an ambitious and engaged programmer with a Master of Science in Computer Science. I am passionate about artificial intelligence, machine learning algorithms, and the development of applications, websites, games, and autonomous vehicle control systems.

I am seeking a team where I can develop my skills and gain new experience.



Phone

+48 532000255



Email

lukasz.graczyk.dev@gmail.com



Warsaw

EXPERIENCE



System supporting therapeutic sessions aimed at helping individuals with social anxiety disorders. This project later evolved into my engineering thesis.

As part of the project, 1280 hours of internship were completed at the University of Siedlee

Responsibilities:

- Implementation of scripts in C#
- Working with the **Unity game engine**
- Integration with a desktop system
- Configuring the application for Oculus Quest and Oculus Quest 2
- Creating therapeutic scenarios using scripts, animations, sounds, and interactive objects (with external software)
- **Team collaboration**, presenting the application and its functionality at public events and conferences
- Handling Oculus equipment (testing, debugging, optimization)

Master's Thesis

Application of **AI in Autonomous Vehicle Control Systems**Tasks:

- Implementing and testing reinforcement learning algorithms (PPO, SAC) in autonomous driving simulations
- **Using neural networks** (FFN, ResNet50, Nvidia PilotNet) for analyzing camera images
- Integrating YOLO and vision algorithms for obstacle detection
- Running experiments in simulation environments: Unity and GTA V
- Optimization and performance analysis of control algorithms in autonomous vehicles

EDUCATION

FEB 2023 SEPT 2024

UNIVERSITY IN SIEDLCE

• Master of Computer Science Major: **Computational Intelligence**

OCT 2019 FEB 2023

UNIVERSITY OF NATURAL SCIENCES AND HUMANITIES IN SIEDLCE

• Bachelor of Computer Science Major: **Mobile Systems**

SEPT 2015 MAY 2018

II HIGH SCHOOL OF QUEEN JADWIGA IN SIEDLCE

• Completion of secondary school education

ADDITIONAL INFORMATION

LEARNED TOOLS, PROGRAMMING LANGUAGES AND LIBRARIES

PROGRAMMING & WEB TECHNOLOGIES

- Frontend: React.js, Angular, Vue.js, TypeScript, JavaScript
- Backend: .NET Core, Node.js, Spring
- Databases SQL/NoSQL: PostgreSQL, MySQL, MongoDB, Firebase, Cassandra, Redis, Grafana

MOBILE & DESKTOP APPLICATIONS

- Mobile: Flutter, React Native, Ionic Cordova, Java, Kotlin, Dart
- **Desktop:** C#, .NET, Python, Java, Electron.js

ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

- Frameworks: TensorFlow, PyTorch, Keras, Scikitlearn
- Computer Vision: OpenCV, YOLO, ResNet50

CLOUD AND DEVOPS

- Containerization: Docker, Kubernetes
- Cloud: Azure, AWS
- Big Data: Apache Hadoop, Spark, Pandas

GAME DEVELOPMENT & VR

- Game Engines: Unity, Unreal Engine
- VR/AR: Oculus Quest, Oculus Quest 2
- 3D Modeling: Blender, Mixamo

CONFERENCES AND COURSES

\bigcirc	JAVA PROGRAMMING - MOOC.FI
0	DATA ANALYSIS WITH PYTHON 2021 - MOOC.FI
0	Active participation in the national interdisciplinary conference "Contemporary Applications of Computer Science 2022"
0	Participation in the conference "Inclusion without barriers" inaugurating the grant project "Pilot Implementation of the Model of Specialist Centers Supporting Inclusive Education"
0	Nomination in the event "Best Student of UPH in the 2022/2023 academic year"
0	NVIDIA - Generative AI with Diffusion Models 2025

ADDITIONALLY LEARNED TOOLS AND PROGRAMS

VERSION CONTROL SYSTEMS

- Git
- GitHub
- GitLab

DEVELOPMENT ENVIRONMENTS

- Visual Studio
- VS Code
- IntelliJ
- Rider
- Android Studio
- Anaconda

Scientific Computing and Numerical Methods

Matlab