ŁUKASZ GRACZYK

MASTER OF SCIENCE IN INFORMATION TECHNOLOGY

SKILLS

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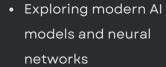- Computer Hardware Integration

FOREIGN LANGUAGES

English   80%

PERSONAL SKILLS

- Physical activity
- Computer peripherals
- Exploring modern AI models and neural networks

LINKS

Github   Linkedin   Portfolio

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

VR Therapy Project
System supporting therapeutic sessions aimed at helping individuals with social anxiety disorders. This project later evolved into my engineering thesis.
Responsibilities:
- Implementation of scripts in **C#**
- Working with the **Unity game engine**
- **Scene creation**
- **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

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, Scikit-learn
- **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

ADDITIONAL ACTIVE PARTICIPATION RELATED TO EDUCATION

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

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