



# 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.

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

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, 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

## CONFERENCES AND COURSES

- 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"
- 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