# Jędrzej Orbik

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## **PROFESSIONAL SUMMARY**

Experienced robotics software engineer with a strong background in motion planning, robot perception, and deep reinforcement learning. Making industrial robotics accessible.

## **EDUCATION**

Technical University of Munich, Germany Master of Science, Electrical and Computer Engineering, 2020

Wroclaw University of Technology, Poland Engineer, Control Engineering and Robotics, 2016

## **PUBLICATIONS**

| CoRL 2022 | "Don't Start From Scratch: Leveraging Prior Data to Automate Robotic            |
|-----------|---|
|           | Reinforcement Learning" Homer Walke, Jonathan Yang, Albert Yu, Aviral           |
|           | Kumar, <b>Jędrzej Orbik</b> , Avi Singh, Sergey Levine                          |
| IEEE ICDL | "Inverse reinforcement learning for dexterous hand manipulation" <b>Jędrzej</b> |
| 2021      | <b>Orbik</b> , Alejandro Agostini, Dongheui Lee                                 |
|           | , ,   |

CoRL 2021 "ReLMM: RL for Autonomous Mobile Manipulation Learning to Cleanup in the Real World" Charles Sun\*, **Jędrzej Orbik**\*, Coline Devin, Brian Yang, Abhishek Gupta, Glen Berseth, and Sergey Levine

Ubiquitous "Human hand motion retargeting for dexterous robotic hand" **Jędrzej Orbik**, Robots 2021 Shile Li, Dongheui Lee

# RESEARCH EXPERIENCE

PROJECT ASSISTANT, PHD STUDENT, TU VIENNA; AUSTRIA - 07.2024-01.2025

Research of reinforcement learning methods for contact-rich robotics manipulation. Deployment of the methods on the Franka Panda hardware.

RESEARCH ENGINEER, UC BERKELEY; BERKELEY, CA, USA - 09.2020-09.2021

Contribution to the deep reinforcement learning research projects - mobile robot manipulation, robot teleoperation using the VR headset, transfer learning for the object manipulation.

INVERSE REINFORCEMENT LEARNING FOR DEXTEROUS HAND MANIPULATION - 2020

Master's thesis. Department for Dynamic Human-Robot-Interaction for Automation Systems, Prof. Dongheui Lee, Technical University Munich.

LEARNING BY DEMONSTRATION FROM TELEOPERATION - 2019

*Course project.* Development of the system for the acquisition of the human hand trajectories from a depth-camera stream using a deep learning pose estimation model.

**AUTONOMOUS SWIMMING PLATFORM WITH IMAGE ANALYSIS - 2016** 

Bachelor Thesis. Department of Technical Informatics, Dr. Krzysztof Halawa, Technical University of Wrocław

## WORKING EXPERIENCE

ROBOTICS SOFTWARE ENGINEER, INTRINSIC; MUNICH GERMANY - 02.2025-PRESENT

SOFTWARE ENGINEER, ROBOCEPTION; MUNICH GERMANY - 05.2022-12.2023

Object detection with deep learning from point cloud and the conventional methods. Presentation of the product with the customers. Software development using the test-centric approach.

WORKING STUDENT, YOUMMDAY; MUNICH, GERMANY - 07.2018-09.2020

Independent development of machine learning solution - research and implementation of authentication systems: face recognition, keystroke pattern recognition. Tools: C++14 with Dlib library, Tensorflow.

WORKING STUDENT, OBJECTIVE SOFTWARE; MUNICH, GERMANY - 08.2017-03.2018

Development in ROS in area of BMW's autonomous driving at sensorics team - visualizations of sensor data (camera, LIDAR, radar, GPS map drawing), sensor data debugging

## **SKILLS**

- Software development: Python (advanced), modern C++17/20 and Qt (advanced), CMake, Git
- Libraries: PyTorch, Tensorflow (1 and 2), ROS, NumPy, MuJoCo
- Information processing: data structures, algorithms, databases (MySQL, Oracle Database)
- Languages: English (fluent, daily used), German (fluent), Polish (native)

## **INTERESTS & ACTIVITIES**

Sports: tennis, swimming, dancing, motorcycle touring

Music: Electronic, groove metal

Games: Starcraft 2, chess