
EDUCATION

Masters of Science in Integrated Digital Media

New York University, New York City, NY

GPA: 4.0/4.0 Expected May 2022

Bachelor of Science in Computer Engineering

Minor in Computer Science

Rose-Hulman Institute of Technology, Terre Haute, IN

GPA: 3.9/4.0 May 2020 (3 years)

SKILLS

NNs and GANs

Image Processing

SQL and NoSQL

Integrated Circuits

Unreal Engine

MotionBuilder

Fluent in Polish and English

OOP

EXPERIENCE

Indiana Microelectronics, LLC, West Lafayette - AI Engineering Intern

June-December 2020

- Improved the calibration time of controllable microwave filters from 480 man hours to 7 minutes
- Entrusted with conducting 5 presentations, 30 minutes each, on AI calibration work to potential clients
- Leveraged NNs, GANs, and derivatives to create autonomous calibration programs
- Analyzed 6 datasets of up to 10,000 frequency responses each against 4 varying capacitances
- Rewrote a Python program and GUI for viewing and managing SnP files
- Created a database program using the Digikey API for maintaining inventory of company parts
- Wrote 2 additional GUIs and Python libraries for equipment interaction and ML tasks

Relativity, Chicago - Software Engineering Intern

May-August 2019

- Optimized 100 C# functional, integration, and unit tests to run cumulatively 40 minutes faster
- Improved daily workflow by creating 4 Powershell scripts to automatically make test improvements
- Upgraded a Jenkins pipeline that connects with Azure using Groovy and Powershell
- Interacted daily with virtual machines and a 1 million file codebase

Vertabiz, LLC, Chicago - Startup - Lead Developer

May-December 2018

- Led a team of 3 interns and worked with a team of 4 on user experience and design
- Designed and implemented a RESTful service that interacted with Firebase
- Implemented a REACT Native application that communicated with RESTful services

Polish Scouting Organization - Troop Leader

August 2014-Present

- Mentored groups of up to 25 young teens to become young leaders
- Organized and led 13 trips with \$4,000 budgets for up to 40 people
- Managed \$10,000 and organized leadership activities

COURSEWORK

Virtual Production Development & Motion Capture, NYU - 3D Animated Shorts

Fall 2020

- Created UnrealEngine blueprints to program 5 user controls and 7 animations, 10 seconds long
- Recorded and key-framed 14 motions using RADiCAL and MotionBuilder
- Manipulated 3D assets using Unreal Engine, Maya, and MakeHuman

Multidisciplinary Senior Capstone, Rose-Hulman - Running Injury Detector

2019-2020

- Applied biomechanics and stakeholder research to design a foot-wearable and smartphone system
- Designed and implemented a hardware subsystem with I2C and BLE components
- Programmed in C and REACT Native software for a microcontroller and smartphone application

HONORS

Tau Beta Pi Honors Society (Member)
Eta Kappa Nu Honors Society (Webmaster and Tutor)
Alpha Lambda Delta Honors Society (Historian)
Chicago Startup Weekend (3rd Place)
Terre Haute Startup Weekend (3rd Place)

ACTIVITIES

Study Abroad in Rome, Italy
NYU and Rose-Hulman Track and Field Teams
IEEE HKN Student Leadership Conference Attendee
Rose-Hulman Intramural Official
Mazur Dancer at the White and Red Ball