Marek **Pokropiński**

Machine Learning Engineer

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Summary

I'm graduate of computer science at Wroclaw University of Science and Technology with specialty in Data Science. I am interested in Machine Learning, especially in building deep neural networks models with the use of Python and Tensorflow.

Skills

Machine Learning	Tensorflow, PyTorch, scikit-learn
DevOps	Docker, Kubernetes, Jenkins
Back-end	Spring Boot, Django REST Framework, REST API
Front-end	React, HTML5
Programming	Python, C++, JAVA, JavaScript
Languages	English, Polish

Projects

Foosball

30/07/2018 - 07/09/2018

Nordic Consulting & Development Company

Project created during unpaid internships at NCDC. Application created as result of the project makes it easier to manage scores of foosball games. Goals are automatically counted during game and displayed on tablet screen. If a user wants to have history of their games saved they can create account in external user service and then login to foosball application by typing ones username or using NFC card. Application is also connected with external tournament system which allows to create foosball tournaments and have its games managed by our system.

• Spring boot • React.js • Jenkins •

Farm Animal Tracking

10/2020 - 02/2021

Computer Vision project

Project prepared for Computer Vision course. Prepared application detects pigs on frames of video and tracks them between frames.

• Python • Tensorflow • Object detection • Transfer learning • Triplet Loss •

Steam Games Recommendation System

03/2021 - 06/2021

Personalization and Recommendation Systems project

Recommendation system for Steam games in pytorch. Recommendation is made using transformer model.

• Python • Pytorch • Bayesian personalized ranking • React.js •

Master Thesis

10/2020 - 06/2021

Airport Gate Assignment Problem

Optimization of gate assignment in the airport. Flights are assigned to a set of gates with objective of minimization of delays, distance walked by passangers and number of reassignments.

• Python • Tensorflow • Reinforcement learning •

Education

Wrocław University of Science and Technology

Wrocław, Poland

B.S. in Computer Science and Engineering with Specialty in Medical Computer Science

Oct. 2016 - Feb. 2020

Wrocław University of Science and Technology

Wrocław, Poland

M.S. in Computer Science and Engineering with Specialty in Data Science

Feb. 2020 - July 2021