MICHAŁ MACIEJ

PROGRAMMER

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PROFILE

I am a dedicated and highly motivated software developer, holding a Master of Science degree in Computer Science. My core technical focus lies at the intersection of Machine Learning and Web Application Development. I am proficient in Python for data manipulation and modeling, with hands-on experience using frameworks like TensorFlow and Keras to design and implement robust ML models. Beyond the code, I maintain a keen interest in strategic pursuits, including playing chess, teamfight tactics and solving the Rubik's cube.

PROJECTS

Sign Language Recognition

This project established an advanced system for Sign Language Recognition, distinguished by the integration of Facial Expression Analysis. The raw video data underwent landmark extraction using the MediaPipe framework, yielding detailed coordinates for hands, pose and face. This was followed by a sophisticated cascade of autoencoders to perform non-linear dimensionality reduction. The core classifier leveraged LSTM networks, selected specifically for their inherent capability to process and retain temporal dependencies within the extended sequences. The development and implementation were anchored in the Python environment, utilizing TensorFlow as the primary deep learning framework

github.com/Michalmaciej/Sign-language-recognition

Handwritten Mathematical Equation Solver

The core objective is to instantiate an online system for the recognition and symbolic solving of handwritten mathematical equations. The user interface is facilitated through a dedicated web interface, powered by streamlit, where input strokes are captured via mouse. The solution's intelligence is vested in a Transformer model, developed using TensorFlow. This model is trained on the CROHME dataset to map the dynamic drawing patterns onto their correct symbolic labels (standard LaTeX formula). The fully recognized and structured mathematical expression is dispatched to SymPy, library handles the algebraic resolution of the equation, generating the final computed result for presentation.

github.com/Michalmaciej/Math-Equation-Solver

EDUCATION

2024 - 2025
POLITECHNIKA RZESZOWSKA

- Master of Computer Science
- Average Grade: 4.29

2020 - 2024
POLITECHNIKA RZESZOWSKA

- Bachelor of Computer Science
- Average Grade: 3.97

WORK

April 2025 - October 2025
ORZEŁEK SP. Z O.O.

- Distributing, adding and stacking goods
- Completing orders for smaller partner stores

July 2022 - August 2022
PRESTIGE ELECTRO (TRAINEESHIP)

- Replacement of damaged electronic components
- Service and sale of computers and laptops

SKILLS

- Python
- TensorFlow
- Keras
- NumPy
- Pandas
- Git and GitHub
- Docker
- Kubernetes
- Flask
- Streamlit
- React (basic)
- Three.js (basic)

CERTIFICATES

- Interdisciplinary Cyber Training Menagers / Employees