

Miłosz Słowiński

Personal Site | [LinkedIn](#) | [GitHub](#) |

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PERSONAL PROFILE

Passionate and ambitious Computer Science Engineering graduate from Eindhoven University of Technology, with a strong foundation in algorithmic problem-solving, artificial intelligence, and full-stack development. Experienced in competitive programming, deep learning, and building scalable software with Python, C++, and TypeScript. I thrive in fast-paced, collaborative environments—whether during hackathons, research projects, or agile sprints—where I enjoy turning complex ideas into real-world solutions. Curious, adaptable, and always eager to learn.

EDUCATION

Eindhoven University of Technology

Bachelor of Computer Science and Engineering
(GPA 8.4/10, Honors, cum laude)

Eindhoven, Netherlands

Sep 2022 – Jul 2025

VIII Private Academic High School in Cracow

Cracow, Poland

Sep 2019 – Jul 2022

EXPERIENCE

Team Member

Serpentine

Sep 2023 – Jun 2025

Eindhoven, Netherlands

- In my second year, I joined the Education Committee and Co-organized two tech-talks (**CNN** crash-course, **Prompt-Engineering** workshop). Active member of the Serpentine social bartending team
- During my first year at Serpentine, I joined the AIMI project, which involved training AI models such as **CNNs** and **Transformers** for a **brain-computer interface**. Enhanced ML pipeline (**CNNs**, **Transformers**) and delivered interactive data-visualisation front-end in **React + Three.js**

Honors Student

TU/e – Competitive Programming and Problem-Solving Track

Sep 2023 – Jun 2025

Eindhoven, Netherlands

- Currently working on a project implementing the **Crossbred** algorithm, a state-of-the-art multivariate polynomial system solver. Prototyped Crossbred solver in **SageMath**; then reimplemented the solver in **C**, delivering a 20× speed-up. This project has been a great chance to apply linear algebra and programming skills to a real-world problem
- As part of the Honors track, I participate in a biweekly seminar on algorithmic topics. I have delivered two presentations: one on **Impartial Game Theory** and another on the **Monte Carlo Method**
- I have taken part in various hackathons, including the EAPC (three times), the Datacation Hackathon, the Green Week x Serpentine AI Hackathon, GEHACK x Navara Hackathon, and the Bunq Hackathon

Internship Trainee

Budimex

May 2022 – Jun 2022

Kraków, Poland

- I worked as a **paid intern** in the Innovation Department, conducting research on emerging technologies and start-ups. Contributed to the ideation and early-stage development of innovative solutions aimed at modernizing construction practices

Team Member

OSATeam – ESA Competition

Sep 2020 – Nov 2021

Kraków, Poland

- In a team of 4 people, we developed an air-collecting space probe using **C++** (Arduino software) and **Python** (data analysis) that **won** Best CanSat Project in the 2021 European CanSat Competition
- Troubleshoot and **fixed bugs**, gaining real-world engineering experience
- Award: Best CanSat Project (ESA 2021) → invitation to professional TRIZ workshop

TECHNICAL SKILLS

Programming : C++, Python, TypeScript, SageMath, Java, C, SQL, Haskell

Frameworks : NumPy, Matplotlib, Pygame, PyTorch, scikit-learn, Keras, Flask, React, Node.js, Three.js

Dev Tools : JetBrains, Git, Docker, Firebase, Kaggle, REST APIs/JSON handling, LaTeX

Languages : Polish - Native | English - C1 | Spanish - B1

Interests : cinema, photography, security, video games, cooking, tennis