## MARIA WYRZYKOWSKA

#### **STUDENT**

I am a first-year student of Master's Degree in Computer Science at University of Wrocław. I have first IT-related experiences in both multicultural corporate, fast-paced startup and academic environments. I am looking for more opportunities to further enhance and make use of my skills solving real-life problems. My interests mainly revolve around various applications of Data Science and Machine Learning, from recommender systems, through robotics, to drug discovery. Being a fast learner open for new challenges makes me more than eager to get to know new tools and programming languages.

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**♥** Wrocław, Poland

nttps://github.com/Ruruthia

#### **EXPERIENCE**

## Software Development Internship nomagic.ai, Production Reliability Team

🛗 June 2022 - current

Warsaw

- Improved alerting & monitoring related to automated releases
- Researched possibilities of using physics simulators to develop comprehensive integration tests

# Student Researcher University of Wrocław

March - June 2022

Wrocław

 Worked on "Learning Latent Data Structure from Observations" NCN's OPUS grant

## Software Development Internship

#### nomagic.ai

Warsaw

- Created custom solution for optimizing parameters of robots' moves based on multi-armed bandit strategies
- Focused on applying the best programming practices, comprehensive testing & data-driven approach

#### IT Managerial Internship

#### **Procter & Gamble, Cloud Operations Team**

Warsaw

- Tailored ITSM management platform ServiceNow for team's needs
- Prepared Google Cloud Platform workflow for gathering & visualizing metadata about utilization of cloud resources across all of the company's projects

## **EDUCATION**

University of Wrocław, Faculty of Mathematics and Computer Science

Computer Science, MSc degree, full-time

February 2022 - Present

**♥** Wrocław

University of Wrocław, Faculty of Mathematics and Computer Science

Computer Science, BEng degree, full-time

Ctober 2018 - February 2022

Wrocław

### **PROJECTS**

- Recommender Systems for Board Games (Bachelor's Thesis)
- Overview of knowledge distillation methods applied to NLP tasks
- UNet instance segmentation, provisioned using Terraform on GCP (MLOps-focused)
- Predicting modes of transportation based on inertial sensors' data using state-of-the-art neural architectures

### **SKILLS**



## **FOREIGN LANGUAGES**

- English fluent
- German basics
- Spanish basics

I would like to learn more!

## **INTERESTS**

- Sport: rock climbing, running, swimming
- Hiking
- Literature and cinematography