Marcin Głąb

Portfolio:
https://github.com/TheMarcinGlab

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HARD SKILLS

SOFT SKILLS

BACKEND:
Java, Spring Boot, Hibernate, Python, biblioteka YOLO Python, machine learning, deep learning, AI

FRONTEND
HTML, CSS, JavaScript, TypeScript, Angular

BAZY DANYCH
MySQL, Oracle

NARZĘDZIA
Git, Maven, Docker

English: B1/B2
German: A1/A2

I possess a broad range of soft skills, including team management, stress management, task delegation, and building effective teams. I excel in communication, negotiation, and organizing meetings, events, as well as conducting business discussions and correspondence. Additionally, I have experience establishing and maintaining collaborations with renowned companies such as EY, Bogdanka, Totalizator Sportowy Lotto, PepsiCo, and Red Bull.

ABOUT ME

I am a young, ambitious individual ready to embrace new challenges.   Currently, I manage three teams comprising a total of 20 members.   I quickly acquire new skills and approach assigned tasks with the utmost diligence.   I am passionate about continuously broadening my horizons, and exploring new technologies brings me immense satisfaction.

EDUCATION

- **2022- NOW**   **LUBLIN UNIVERSITY OF TECHNOLOGY**

Engineer   **Information technology - 3rd year**

PROFESSIONAL EXPERIENCE

- **03.2023 - NOW**   Private programming experience in developing personal projects.
- **2021 - NOW**   Experience in managing people and projects.

PROJECT ON GITHUB

1. Shop ecommerce

The store has a feature for fetching and displaying products from a MySQL database. It includes an implemented function for adding products to the shopping cart and ordering them to a specified address with data validation. A login feature using AUTH0 is also available.

Technologies used in the project

Frontend: HTML, CSS, TypeScript, Angular
Backend: Java, SpringBoot, Hibernate
Database MySQL

2. Job Portal

The job portal allows the creation of accounts for recruiters and job seekers. Users can post job advertisements with specific locations and requirements and similarly search for and apply for positions.

Technologies used in the the project

Frontend: HTML, CSS, JavaScript, Thymeleaf
Backend: Java, SpringBoot, Hibernate
Database MySQL

3. FaceID
Programming language: Python

The project utilizes the face_recognition library for facial recognition. User data, such as first name, last name, identifier (ID), and photo path, is stored in a CSV file, while facial images are located in a dedicated folder.Upon launching the application, a photo of the individual is captured using a camera. The face in the photo is then analyzed and compared with the database of known individuals based on the data contained in the CSV file and the corresponding images in the folder.If the person is successfully identified, their details, such as name and surname, along with their photo, are displayed on the screen. However, if the person is not recognized (not found in the database), the application displays a message indicating that the person is unrecognized.This solution can be applied in various scenarios, such as access control systems, attendance tracking,

4. Image Recognition Using the YOLO Library
Programming language: Python

5. Face Tracking
Programming language: Python

6. Culinary Application

Frontend: HTML, CSS, TypeScript
Backend: Java, SpringBoot, Python

Application Link: https://gotujsam-site.onrender.com

The application allows users to create recipes tailored to their taste preferences, available ingredients, and cooking style. It utilizes artificial intelligence to scan products and automatically recognize their composition, enabling users to edit the ingredient list before processing the data. Based on this information, AI algorithms generate unique recipes that meet all user requirements. The application supports both Polish and English, ensuring convenience for users in different markets.

PROFESSIONAL CAREER

- **10.2024 - NOW**   **PARLIAMENT OF YOUNG PEOPLE OF THE REPUBLIC OF POLAND**

- **10.2023 - 10.2024**   **SENATOR OF LUBLIN UNIVERSITY OF TECHNOLOGY**

- **03.2023 - 10.2024**   **CHAIRPERSON OF THE COOPERATION COMMITTEE OF THE STUDENT GOVERNMENT OF LUBLIN UNIVERSITY OF TECHNOLOGY**

- **06.2022 - 06.2024** — **MEMBER OF THE YOUTH COUNCIL OF THE ŚWIĘTOKRZYSKIE VOIVODESHIP**

- **10.2023 - 10.2024** — **CHAIRMAN OF THE FACULTY COUNCIL**
  STUDENT GOVERNMENT OF THE LUBLIN UNIVERSITY OF TECHNOLOGY

- **10.2023 - 10.2024** — **CHAIRPERSON OF THE FACULTY COUNCIL OF THE STUDENT GOVERNMENT OF LUBLIN UNIVERSITY OF TECHNOLOGY**

- **07.2023 - 07.2024** — **CHAIRPERSON OF THE COOPERATION SECTION FOR THE 2024 JUWENALIA FESTIVAL AT LUBLIN UNIVERSITY OF TECHNOLOGY**

- **04.2024 - 07.2024** — **CO-ORGANIZER OF THE ASSEMBLY OF THE FORUM OF TECHNICAL UNIVERSITIES**

- **01.2024 - NOW** — **COOPERATION COMMITTEE OF THE FORUM OF TECHNICAL UNIVERSITIES**

- **01.2024 - NOW** — **COOPERATION COMMITTEE OF THE PARLIAMENT OF STUDENTS OF THE REPUBLIC OF POLAND**

INTERESTS

ECONOMICS; CRYPTOCURRENCIES; BLOCKCHAIN; INTERNATIONAL MARKETS; STOCK EXCHANGE; SKIING; SWIMMING; ROWING ERGOMETER; READING BOOKS; MEDITATION; QUANTUM PHYSICS;