



# Jan Weis

Software Engineer

## Contact



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## About Me

I am an engineer with a strong focus on development in the area of machine learning and data analysis. I am characterized by teamwork skills, independence in carrying out tasks and commitment to both technical and interpersonal development. I actively participate in student initiatives, which allows me to develop organizational and leadership skills. Apart from technical work, I develop passions that teach discipline and creativity - I play the guitar in a heavy metal band, I practice chess and I learn Japanese.

## Skills

- Critical thinking
- Teamwork
- Communication
- Creativity
- Problem solving



## Experience

- **Software Engineer**  
*Antrez Medical Software* October 2023 - January 2025  
Responsible for the development, testing, and deployment of medical software as part of the OpenCare system.  
**Python, C++, PostgreSQL**
- **Software Engineering Intern**  
*Antrez Medical Software* July 2023 - October 2023  
Involved in the design and development of system modules, with a focus on enhancing integration and programming skills.  
**Python, C++, PostgreSQL**



## Education

- **Machine Learning A-Z Course**  
*Udemy* 2024 - Present
- **Master's degree - Informatics and Econometrics**  
*University of Gdańsk* 2024 - Present  
Profile: Big data analysis
- **Bachelor of Engineering – Automatic Control, Cybernetics and Robotics**  
*Gdańsk University of Technology* 2020 - 2024  
Profile: Decision Systems and Robotics



## Significant Academic Projects

- **Anti-plagiarism System** 2024  
System that detects and highlights similarities in file content, including naming conventions, structure, functionality, and resemblance to code generated by chat GPT
- **Nao Robot** 2023  
Software enabling the NAO robot to perform a variety of basic commands while simultaneously interacting with the user in a dynamic environment
- **Timelapse** 2023  
A system that combines footage from the Gdańsk University of Technology campus using OpenCV and removes moving objects (such as people and cars) to create an abandoned campus effect.



## Technical Knowledge

- Experience in **Python, C++, and R** programming
- Ability to manage databases using **PostgreSQL**
- Good knowledge of **HTML, CSS** and **JavaScript** Web development
- Most experienced with **Visual Studio Code** and **PyCharm**
- Good knowledge of **Git**