

# Wojciech MAJCHROWSKI



## PROFILE SUMMARY

I am a twenty-year-old student at Student at the Wrocław University of Science and Technology, who has completed his first year. Currently, I am working on the application of deep learning algorithms to radiological image processing methods. Additionally, I am an active member of a strategic research group focusing on neuroinformatics. I have received numerous scholarships for my scientific and social activities. I am an experienced public speaker, event organizer and project leader.

## CONTACT DETAILS

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Wrocław, Poland

## LANGUAGES

- Polish - native
- English - C1
- German - B1

## SKILLS

- Programming: java, python, git
- Data processing: Pandas, NumPy, PyDicom, SimpleITK
- Rest Api developer: SpringBoot, SpringSecurity, PostgreSQL, Docker
- Backend: HTML, JavaScript
- Public speaking, communication skills
- Team collaboration, leadership
- deep reasearch skills

## EXPERIENCE

**MEMBER OF THE UNIVERSITY SCIENTIFIC RESEARCH TEAM** *under the patronage of Dr. Eng. Adrianna Kozierekiewicz and M.Sc. Eng. Katarzyna Białas*  
**05.2025–present**

- Responsibility for research in the field of radiological image processing algorithms and their implementation and testing
- Utilizing a pre-trained model that classifies prostate cancer stage using the PI-RADS v2 scoring system.

**LEADER OF THE PROGRAMMING TEAM** *in the neuroinformatics scientific club "Neuron"*  
**03.2025–present**

- Conducting weekly team meetings, assigning new tasks to team members and making decisions on key matters
- Responsibility for creating a map and generating a terrain in game responsive to EEG devices
- Character animations and the use of a new approach to NPC movement - AI Navigation and NavMeshSurface

**INDIVIDUAL APPRENTICESHIP WITH A SENIOR SOFTWARE ENGINEER M.Sc. Eng. KATARZYNA BIAŁAS** *assigned as part of the "Exceptionally Talented at the Wrocław University of Science and Technology" program*  
**10.2024–present**

- Creating a Java REST API Backend Using the SpringBoot Framework
- Implementation of a simple game with a BCI device, along with algorithms to classify the user's level of focus and relaxation.

**QUEEN HEDVIG SCHOLARSHIP laureate**  
**05.2023–09.2023**

- participating in research at Silicon Valley companies
- making a presentation about an idea of innovative product at Stanford University
- working on a small projects in a coordinated team supervised by Silicon Valley experts and entrepreneurs

## EDUCATION

**ENGINEERING STUDIES IN APPLIED COMPUTER SCIENCE.** *Wrocław University of Science and Technology.*  
**2024–present**

## ACHIEVEMENTS

- ◇ SANTANDER OPEN ACADEMY AWARD FOR STUDENTS AND PHD STUDENTS AT WROCLAW UNIVERSITY OF SCIENCE AND TECHNOLOGY 2025 **25.06.2025**
- ◇ WINNER OF THE "STUDENT SCHOLARSHIP PROGRAM" OF THE MAYOR OF THE CITY WROCLAW **03.12.2024**
- ◇ LAUREATE OF THE SCHOLARSHIP "EXCEPTIONALLY TALENTED AT THE WROCLAW UNIVERSITY OF SCIENCE AND TECHNOLOGY" **11.10.2024**
- ◇ LAUREATE OF THE NATIONWIDE PHYSICS AND MATHEMATICS "STUDIUM TALENT" COMPETITION - THE HIGHEST RESULT IN THE COUNTRY **14.03.2024**
- ◇ TEAM BRONZE MEDAL IN THE WROCLAW HIGH SCHOOL VOLLEYBALL CHAMPIONSHIP **01.2024**

## HOBBIES

*Psychology books, volleyball, traveling*