

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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✉ Stanisława Drabika 22/21, 52-131
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