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DIGITAL SKILLS

- Python, Julia
- Machine Learning
- Prompt engineering
- Multiagent LLMs
- Retrieval Augmented Generation (RAG)
- Qualitative and quantitative analysis
- Training, website and app design

SOFT SKILLS

- In-depth interviewing
- Working with various age groups
- Psychological diagnostics and psychometry
- Training and educating

[links are highlighted]

ADAM WŚCIUBIAK

PSYCHOLOGIST WITH EXPERTISE IN AI AND UX

In recent years, I've gained experience across various industries, working with individuals from 3 years young to as silver-headed as it gets. I've deepened my expertise in cognitive science and digital skills through participation in conferences, hackathons, and courses. I am eager to contribute to developing products that leverage cutting-edge advancements in artificial intelligence and neuroscience to enhance well-being and academic knowledge.

EDUCATION

2024-2026 **Master Degree: Research in Cognitive Science**
University of Adam Mickiewicz, Poznań
I'm currently working on a thesis: "Affective Intelligent Agent Model for Personalized Cognitive-Behavioral Interventions: A Study on Enhancing Emotion Regulation in Adult Learners".

2021-2022 **Postgraduate Studies: UX & Product Design**
SWPS University, Wrocław
My team worked on an app for medical documentation management. I took the role of research phase leader. The product was distinguished with honors by the examination committee.

2016-2021 **Master Degree: Psychology**
University of Wrocław
In my thesis "Mindfulness in Yoga Practitioners and Meditators and Affective-Stimulated Verbal Creativity" I used LIWC to analyze emotional expressions in text. The project granted me valuable experience in mixed methods research and was my introduction to the early adoption of NLP (natural language processing).

PROFESSIONAL EXPERIENCE

2022- 2024 **Psychologist – Teacher**
Psychological-Pedagogical Counseling Center and four *kindergartens*, Zduńska Wola
I diagnosed and supported the development of cognitive, emotional, and social skills in aged 3 to 19.

2021-2022 **Instructional Designer**
PMConsulting sp. z O.O. Wrocław
Online and in-person trainings, coordinating projects, conducting UX research and design for web apps.

2020-2021 **Psychologist**
Foundation 'Opieka i Troska',
Nursing Home 'Zielone Wzgórza'
(Neuro)psychological diagnosing and therapy with patients at various life stages.

ACADEMIC INTERESTS

- AI, and LLMs/SLMs
- Affective Computing
- Neuroscience and neurotech
- UX, especially research
- Education
- Mindfulness
- DMN, consciousness, sleep

PERSONAL INTERESTS

- Chess
- Philosophy
- Cybersecurity
- Coffee brewing, mixology, and fermentation
- Animal behaviorism
- Retro gaming

links are highlighted]

KEY PROJECTS AND COURSES

07.2023 **Computational Neuroscience Academy**

Neuromatch Academy, online

Completed a month-long course concluded with a project titled 'Cracking the Code of Mouse Social Interactions'. My team evaluated the performance of various machine learning classification algorithms to categorize the behavior of mice using a dataset of video recordings.

04.2023 **BCI & NEUROTECHNOLOGY SPRING SCHOOL**

g.tec, online

03.2022 **'Persuasive technology for digital behavior change intervention' - Brainhack Krakow 2022**

Jagiellonian University

My team compared accuracy of cognitive load estimation based on consumer-grade EEG and ECG signals. I analyzed data from a Muse device and smartwatches to identify the best wearable for capturing cognitive effort in behavior-change interventions. The project ultimately led to a publication titled 'Can Gamification Reduce the Burden of Self-reporting in mHealth Applications? Feasibility Study Using Machine Learning from Smartwatch Data to Estimate Cognitive Load' (Grzeszczyk et al., 2023).

2021-2022 **NEURONUS 2022 Neuroscience Forum**

Jagiellonian University

03.2022 **'Learning resting-state EEG data analysis through software development' - Brainhack Warsaw 2022**

University of Warsaw

Over the course of 2.5 days, we addressed the growing demand for EEG analysis tools in the Julia programming language, resulting in the development of 'Telepathy.jl.

04.2019 **Neuropsychology Seminar "Mózg Aktywny"**

Polish Psychological Society, Ścinawa

Ever since I used 'Projekt Pisak' during the seminar's workshop, I have been fascinated by artificial intelligence in healthcare and science.

2018-2021 **Originator of the Neuropsychology Student Club "Cerebro"**

Institute of Psychology, University of Wrocław