

Artur Podsiadły

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ABOUT ME

MACHINE LEARNING ENGINEER

Bridging the gap between research and robust software engineering. Specialized in building end-to-end production systems with a focus on scalability, clean code, and MLOps automation in the fields of LLMs and Deep Learning (Computer Vision & Document AI).

BEYOND CODE

Outside of work, I enjoy thrifting and collecting vintage clothing. I also play RPG games and practice table tennis regularly.

LANGUAGES

Polish (Native) • English (B2+)

SKILLS

DEVELOPMENT

Python (SOLID, Clean Code, TDD)
PyTorch • RAG systems • Vision LLMs
Hugging Face • OpenAI API • LangGraph • Pydantic • Pandas • MCP • OpenRouter

ML PLATFORM & MLOPS

Dagster • Docker • Label Studio • W&B
MinIO • Redis • Celery • RabbitMQ • llama.cpp

BACKEND & APIS

FastAPI • Django • SQLAlchemy • PostgreSQL •
Nginx • Git • Postman

PROJECTS

KUL OCR OCR MICROSERVICE

Scalable OCR service with FastAPI, Celery, and Tesseract featuring asynchronous task processing and Docker deployment.

NOTARIUS INFORMATION EXTRACTION

Advanced information extraction system built around Vision LLMs and LayoutLMv3 model architecture. Features end-to-end data processing pipeline managed by Dagster and experiment tracking powered by W&B.

ML PLAYGROUND

INTERACTIVE ML VISUALIZATION

Web platform built with Django and Fastapi for real-time ML algorithm experimentation with interactive parameter tuning and visual feedback.

EDUCATION

THE JOHN PAUL II CATHOLIC UNIVERSITY OF LUBLIN

MASTER OF COMPUTER SCIENCE

Oct 2025 - Present | In Progress

BACHELOR OF ARTIFICIAL INTELLIGENCE

THESIS: "EVOLUTION OF RAG (RETRIEVAL-AUGMENTED GENERATION) SYSTEMS"

Oct 2022 - June 2025 | Graduated

POWER ENGINEERING SCHOOL COMPLEX NAMED AFTER PROF. KAZIMIERZ DREWNOWSKI IN LUBLIN

IT TECHNICIAN SPECIALIZATION

2017 | 2021

EXPERIENCE

THE JOHN PAUL II CATHOLIC UNIVERSITY OF LUBLIN

SOFTWARE ENGINEER / TECHNICAL MENTOR

KUL OCR - GITHUB REPOSITORY

October 2025 - Present | Lublin

- Led student internship program, designing a production-ready service that enabled students to work on a real project in a team environment.
- Managed self-hosted GitLab instance and CI/CD runners, implementing development workflows and code quality standards for team collaboration.

INSTITUTE FOR THE HISTORICAL GEOGRAPHY OF THE CHURCH IN POLAND

ML ENGINEER (MLOPS / LLM SYSTEMS)

NOTARIUS PROJECT - GITHUB REPOSITORY

March 2025 - August 2025 | Lublin

- Designed end-to-end information extraction system (Layout Analysis + Vision LLMs) that achieves >90% accuracy per separate document.
- Collaborated closely with historians to capture domain-specific document structures and constraints, translating expert knowledge into model and pipeline design.
- Configured production annotation platform (Docker, Label Studio, MinIO) with MLOps best practices including model versioning and experiment tracking (W&B).

TEDXLUBLIN

IT / WEB DESIGN AND DEVELOPMENT

WWW.TEDXLUBLIN.ORG - WEBSITE

March 2024 - Present | Lublin

- Designed and developed the official TEDxLublin website that enabled seamless event management and allowed the organization to focus on delivering a great experience for attendees.

