

# 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.

