

# Hubert Stanowski

Dublin, Ireland

✉ hubert.stanowski@gmail.com

☎ +48 733 343 430

Portfolio: <https://hubertstanowski.netlify.app>

GitHub: <https://github.com/hubertStanowski>

LinkedIn: <https://www.linkedin.com/in/hubert-stanowski-b76413279/>

## PERSONAL PROFILE

I am a highly motivated Computer Science student interested in software engineering with focus on artificial intelligence. I have experience working independently as well as a part of a team and I am eager to contribute to challenging projects and apply my skills in a dynamic development team.

## EDUCATION:

**Trinity College Dublin - Integrated Computer Science** | September 2023 - present

GPA: 87% | Expected graduation date: May 2027

Completed modules:

- Introduction to Programming (**Java**)
- Introduction to Computing (**ARM Assembly**)
- Digital Logic Design
- Statistical Analysis

**High School XVII in Gdynia - Microsoft Showcase School** | September 2019 - May 2023

## PROGRAMMING EXPERIENCE:

- **Pomeranian High School Hackathon 2022 - 1st place:** in a team of 5 created a prototype of a green cryptocurrency that would be awarded to homeowners in exchange for supplying the power grid with excess electricity generated from renewable sources.
- **Pomeranian High School Hackathon 2021 - 2nd place:** in a team of 5 created a prototype of a mobile app that would simplify calling emergency services and provide callers with instructions as well as localization and ETA of first responders.
- 6.00.2x: Introduction to Computational Thinking and Data Science (**Python**) – **MITx** certificate
- CS50AI: Introduction to Artificial Intelligence (**Python, Tensorflow**) – **HarvardX** certificate
- CS50x: Introduction to Computer Science (**Python, C**) – **HarvardX** certificate

## PROJECTS:

- [Neuroevolution in Snake](#) | **Python** - Implemented genetic algorithm **NEAT** from scratch for the Snake game with ability for users to simulate up to 20 generations and visualize how the neural network changes over time
- [Neuroevolution in FlappyBird](#) | **Python** - Implemented genetic algorithm **NEAT** from scratch for the FlappyBird game with ability for users to see the state of the neural network and how sensors of the agents see the environment
- [Pathfinding Visualizer](#) | **Python** - Developed a tool for visualizing pathfinding and maze-generating algorithms on customizable graphs
- [Sorting Visualizer](#) | **Python** - Developed a tool for visualizing sorting algorithms on customizable arrays

## SKILLS:

- **Programming languages:** Python, TypeScript + React, Java, C
- **Other:** Git, VS Code, SQL, MS Excel
- **Language Proficiency:** English (C2), Polish (Native)