

Karol Kowalski

Data science student



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None



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kk0walski

Skills Overview Source Control Collaboration **Systems** Containers Test evelopment Operations **Aut**omation Virtualization Kubernetes AWS Deployment

Programming

0 LOC - $\rightarrow 5000 LOC$ Mongodb • SQL HTML5 • JS • CSS

Python

Scala • C++ • Java

Profile

An IT enthusiast with 1 year of experience working interested in a variety of technologies like Internet Technologies, Artificial inteligence, machine learning, deep learning, dev ops etc.

Education

Feb 2018 -Master of Science (M.Sc.), Data Science Wrocław University of Science and

Technology, Poland 2

present Thesis: Modelling virus spreading in complex networks

Oct 2014 -Engineer's Degree (Eng.), Computer science and management.

Thesis: Application for supporting remote estimation of story points

Wrocław University of Science and Technology, Poland ☑

with the Planning Poker method

Experience

Feb 2018

Aug 2018 -**Integration and Verification** (Working Student) Nokia Solutions and

Networks, Poland ☑ Jul 2019

· Technologies: Robotframework, Python, Gitlab

· Configurating of test environment for 5G testing

· Running tests

Projects

Feb 2018 -

Jun 2018

Jan 2018

Aug 2020 -Reddit posts scrapping () Jan 2021

DevOps Engineer

Frontend developer

Frontend developer

Backend Developer

· Helm charts deployment

- Kubernetes
- Docker
- AWS EC2
- Helm chart used for deploying app on three nodes.
- Celery apllication which uses rabbitmq queue for scrapping
- · Prometheus metrics and grafana charts

Feb 2020 -**Recommender System with Machine Learning and AI** 🖸 Data scientist May 2020

- · System which recommends music and movies for users.
- · Team size: 2
- Technologies: Pytorch, Surprise, Tensorflow

Jun 2018 -Planning Poker ()

Team Estimation Game (

Feb 2019 · Single-page application to support remote teams in estimating de-

· Technologies: ReactJS, Redux, Firebase, GitHub API

velopment goals through playing Planning Poker.

• Single-page web application to play Team Estimation Game. · Team size: 4

Technologies: ReactJS, Redux, Firebase, GitHub API

Aug 2017 -Arte Laguna ()

Project made as a part of Software Design classes.

· Team size: 3

• Technologies: Python, Django framework