

Karol Kowalski

Data scientist student



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None



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kk0walski

Overview Source Control Systems Containers and Virtualization Virtualization Source Collaboration Collaboration Test Automation

Kubernetes

Deployment

Programming

 $0\ LOC \longrightarrow 5000\ LOC$ Mongodb • SQL

AWS

HTML5 • JS • CSS

Python

Scala • C++ • Java

Profile

i An IT enthusiast with 1 year of experience working in a variety of technology fields including Internet Technologies, Automation, Testing and Unix/Linux Administration

A student of Data science from Wroclaw University of Science and Technology. Faculty of Computer Science and Management BSc: "Application for supporting remote estimation of story points with the Planning Poker method".

Education

2018 - present**Master of Science (M.Sc.), Data Science** Wrocław University of Science and Technology, Poland

2014 - 2018 Engineer's Degree (Eng.), Computer science and management.

Wrocław University of Science and Technology, Poland

Thesis: Application for supporting remote estimation of story points with the Planning Poker method

Experience

2017 - 2018 Integration and Verification Working Student (Working Student)

Nokia Solutions and Networks, Poland

- · Technologies: Robotframework, Python, Gitlab
- · Configurating of test environment for 5G testing
- · Running tests

Projects

Aug 2020 - **DevOps Engineer**

Reddit posts scrapping

- Jan 2021
 Helm charts deployment
 - Kubernetes
 - Docker
 - Celery apllication which uses rabbitmq queue for scrapping
 - Prometheus metrics and grafana charts

Aug 2017 -Jan 2018

Backend Developer

Arte Laguna

- Project made as a part of Software Design classes. Web application for supporting
- · Team size: 3
- Technologies: Python, Django framework

Feb 2018 -Jun 2018 Frontend developer

Team Estimation Game

- Single-page web application to play Team Estimation Game.
- Team size: 4
- · Technologies: ReactJS, Redux, Firebase, GitHub API

Jun 2018 -Feb 2019 Frontend developer

Planning Poker

- Single-page application to support remote teams in estimating development goals through playing Planning Poker.
- · Technologies: ReactJS, Redux, Firebase, GitHub API

Feb 2020 - Course Building Recommender Systems with Machine Learning and
AI

Python Developer

May 2020

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