Łukasz Knigawka

Email : lukasz.knigawka@outlook.com
GitHub: github.com/knigawkl
LinkedIn: linkedin.com/in/knigawka
Mobile : 507 293 746

Education

- **Warsaw University of Technology, Faculty of Electrical Engineering** — Warsaw
  B.Sc., Computer Science, specialty in Data Engineering and Multimedia — *Oct. 2017 – Present*

Experience

- **Intel** — Gdańsk
  Software Development Intern, Data Center Group, Intel Optane DC Persistent Memory — *July 2019 - Sep. 2019*

  Working with a team of experienced engineers on developing software working as a middleware between a device under test and a user. Main task of the application that I worked on is to ease off all the complexities of interacting with hardware programmatically. Technology stack included C# and Python. I had the chance to write multithreaded code in .NET Core and develop a REST API in Falcon Python framework. During the internship I took part in many workshops and trainings, including an Artificial Intelligence Bootcamp.

- **Giganci Programowania** — Warsaw
  Programming Trainer — *Oct. 2018 - Jun. 2019*

  Teaching 14-18 years old students programming in C#. Besides implementing the curriculum, I managed to share my knowledge of Git version control system.

Projects

- **Minutiae Detection**: Detecting different types of minutiae in fingerprint images, using neural and non-neural algorithms. Written in Python, using OpenCV.
- **Income Prediction**: Predicting whether a person makes over $50K a year. Based on a problem from a Kaggle competition. Written in Python, using Jupyter Notebook as an IDE.
- **CV Manager**: CRUD web application written in ASP .NET MVC. Enables posting job offers and applying to them. Written using Razor, Swagger, Entity Framework, MS SQL and deployed on Azure.
- **VR Project**: HoloLens app created during a Christmas virtual reality hackathon. Written in C#, using Unity.
- **Voronoi Map**: WPF application enabling creating dynamically changing voronoi diagrams based on an input file and gathering map statistics.
- **Currency Arbitrage**: Functionalities include searching for most profitable currency exchange and arbitrage detection. Desktop GUI application written in C#. The core component is based on a modified Bellman-Ford algorithm.
- **Cellular Automata**: My implementations of popular cellular automata: Game Of Life written in C and Wireworld written in Java.

Other activities

- **UniStartApp**
  Working on an interdisciplinary project on increasing safety in uncontrolled airspace. — *Feb. 2019 – Jun. 2019*
- **Microsoft Career Club**
  Improving my soft skills, technical and business acumen during cyclical meetings. — *Jun. 2018 – Present*

Foreign languages

- **English**
  Advanced – C1
- **German**
  Intermediate – B1