Lukasz Dworakowski

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EXPERIENCE

University of Toronto, Autonomous Systems and Biomechatronics Laboratory— Research Assistant

April 2017 - August 2017

- Acting as a Research Assistant for an ongoing project
- Modify and update C++ code to be used in the research project
- Using Unreal Engine 4 to model hyper realistic environments to be used to train a autonomous vehicle AI
- Create scripts in order to automate the effective training of the autonomous vehicle AI
- Automate the creation of meaningful training environments correlating to various "difficulty levels"

EDUCATION

University of Toronto, Mississauga ON — Candidate for honours bachelor of Science in Computer Science, Mathematics, and Statistics

September 2016 - April 2020

Relevant Courses: Introduction to Probability and Modeling (Statistics), Intro to Computer Programming, Intro to Computer Science, Software Design, Software Tools and Systems Programming, Computer Organization

ACTIVITIES & INTERESTS

Hackathon— Mhacks 8

• Attended multiple hardware and software workshops

Programming Competition— UTM Deer Hunt

Attended various workshops for various "retro" and "fresh" languages

Programming Competition— UTM Deer Hunt II

 Questions pertaining to: Mathematical, Statistical, and Computer Sciences

SKILLS

Experience in Java, Python, Exposure to LabView, C++, C, Bash, Unreal Engine 4

Software Experience: Proficient with Word and PowerPoint, exposure to Excel, various IDEs, and Photoshop. Experience with Windows, OS X, and Ubuntu

Moderate experience with hardware and software troubleshooting

Excellent communication, presentation and leadership skills

Able to work with minimal and no supervision; as well as in team environment

AWARDS

Polish studies student of the year received for achieving highest mark as well as for being an extraordinary participant in the community

Halton Skills competition received second place in halton skills virtual robotics (now robotics and controls)

LANGUAGES

Proficient in both English and Polish