Lukas Rasocha

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Skills: Python, Java, C, C#, JavaScript/TypeScript, SQL, NoSQL (MongoDB), GitHub Actions
Other: Git, GCP, Docker, Terraform, Nextjs, REST API, Apache Spark, Scikit-learn, Numpy, Pandas, PyTorch, VIM, Firebase,

Education

Master of Science in Engineering, Human-Centered Artificial Intelligence   **Graduation: June 2025**
Technical University of Denmark (DTU)
Activities: Pursuing a specialization in **Data Science & Big Data** at the DTU Compute

Bachelor of Science, Data Science. GPA: 11/12   **Graduation: June 2023**
IT University of Copenhagen (ITU)
Some courses: Data Structures & Algorithms, Database Systems, Machine Learning, Network Analysis, Applied Statistics, NLP and Deep Learning, Large Scale Data Analysis, Operating Systems and C, Software Engineering, Security & Privacy
Other uni courses (GPA: 12): Functional programming, Scientific programming, Linear Algebra, Calculus
Activities: Won an algorithmic competition in the 1st semester, Student Mentor, Co-founded a student club ([AITU](#)) that weekly hosts interactive reading groups with the focus on recent/fundamental AI research.

Experience

Computas Denmark – Copenhagen.   Jan 2022 – Present
Software Developer:
- Google Cloud Platform ([Certified Professional Data Engineer](#))
- Contribution to **open source** (ZenML - MLOps framework for ML tools integration)
- Developed and deployed an internal desk booking python backend application with testing, CI/CD integration, and deployment to Google Cloud Platform (GCP)

RoGlove
Data Engineer   Nov 2022 - Jan 2023
- RoGlove is a startup from DTU's Skylab that develops an electronic glove that gamifies hand rehabilitation and predicts hand related injuries
- Developed a real-time data visualization system for glove sensor readings

IT University of Copenhagen .   Aug 2021 – Dec 2021
Teaching Assistant
TA for Data Science bachelor students in courses
- Introduction to Data Science and Programming
- Livecoding - once a week I held a live coding class, where I coded fundamental ML algorithms from scratch

Some of my projects

Interactive Neural Cellular Automata for Game Level Generation – [GitHub](#)   Jan 2023 – Jun 2023
- [Link to the web app](#)
- In my bachelor project we built a system for AI assisted game level generation. The system allows game designers to choose specific aspects of the levels while the rest of the level grows through an evolved Neural Cellular Automata model

AITU   Jan 2021 – May 2021
- [Link to web](#)
- AITU is a student-led organisation that I co-founded during my last year at ITU. The organisation weekly host interactive reading groups, lab projects, and external talks dedicated to staying up to date with artificial intelligence research

Awards

Won a regional round of a startup competition - T-mobile rozjezdy   May 2019