

MARCIN BOGDANSKI

DEEP LEARNING ENGINEER

07514147567 – Bristol, UK – <https://marcinbogdanski.github.io/> – marcin.bogdanski@gmail.com

ABOUT ME

- I am **passionate about Artificial Intelligence**, especially Deep Learning and Reinforcement Learning. I believe building friendly Artificial General Intelligence is the humanity most important undertaking.
- Since my degree in 2007 I have **designed, built** and **debugged** countless **neural networks** for multitude of side projects. Since 2012 I (try to) keep up with Deep Learning and DeepRL revolution.
- I have **10+ years** of commercial experience in **software and robotics** and over **3 years in deep learning**. Currently I am looking to extend and apply my knowledge to build solutions to real-world problems.
- In my previous robotics career, I was exposed to all aspects of high-tech R&D projects giving me unique appreciation to technical, human and business factors while successfully delivering work to customers.

KEY SKILLS AND ABILITIES

DEEP LEARNING	DeepRL: AlphaGo, Atari games , robot control	
	Vision : classification, segmentation , detection , captioning	
	NLP : document classification , summarisation , translation	
	Audio: trigger word detection, speech recognition	
	Generative: face generation, music generation	
OTHER ML	evolutionary algorithms (academic publications)	
FRAMEWORKS	TensorFlow, Keras, PyTorch Amazon AWS, Google Cloud	
PROGRAMMING	Python (primary), C/C++ , C#.NET , many other	
RESEARCH	literature review, hypothesis testing, writing papers	
MATHEMATICS	linear algebra, multivariable calculus, modelling, probability	
ROBOTICS	signal processing, navigation, control systems, swarm AI	
SOFT SKILLS	customer liaison, project management, team leadership	

COMMERCIAL - DEEP LEARNING

DEEP LEARNING ENG. Consulting (2017 - present)

- Built a vision system which **won \$20,000 first prize** at Melbourne Knowledge Week
- Designed NLP algorithm for automated **text summarisation of financial news** articles
- Designed neural architecture for **fault detection** on images of **wind turbine blades**
- Developed system for predictive maintenance based on data from home IoT sensors
- Introduced vision system for **tooling wear assessment** for a major aerospace manufacturer
- Implemented **face detection** and auto-tagging for family journal iPhone/Mac app.
- Implemented **image segmentation** and **object detection** for obstacle avoidance in ground robot
- Implemented **swarm AI** coordinating 200+ robots in simulation

COURSES

- **Udacity Nanodegrees** in DL, NLP, CV, 2017-2019
- Andrew Ng **Deep Learning Specialization**, 2018

COMMERCIAL - ROBOTICS

TECHNICAL DIRECTOR DroneX Ltd (2014 - 2017)

- Lead the team of engineers to design and build hardware and software for many drone projects
- Delivered all projects to full customer satisfaction (some projects resulted in patents)

TEAM LEADER Go Science Ltd (2011 - 2014)

- Responsible for multiple software and hardware systems integration on a deep-water vehicle.
- Lead the team of engineers to deliver multiple successful customer facing trials.

SOFTWARE ENGINEER Imagination Tech. (2008 - 2009)

- Built parts of Win7 GPU driver in C++ and Python

ACADEMIC

Research Assistant Univ. of Bielsko-Biala (2010-2011)

- Co-authored multiple papers on applications of evolutionary algorithms to server task scheduling

BSc Computer Science Univ. of Bielsko-Biala (2004-2007)

- First-class honours.