# Mateusz Kojro

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#### **EXPERIENCE**

## National Center for Nuclear Research – Cosmic Ray Laboratory, Łódź —

Software developer (scholarship recipient for the DIMS project)

May 2021 - March 2022

Main technologies used: Python for algorithm development and some backend programming (integrating with labeling software and monitoring application), Linux and GitHub

- Developing live macroscopic dark matter and meteor detection system for night sky observations at the Utah desert
- Developing automatic testing and labelling system used for algorithm evaluation and training machine learning models
- Working on in house system monitoring software
- Working in an international research group

## CERN/Intel collaboration, Geneva — Software developer

March 2022 - May 2023

Main technologies used: C++ for main emulator development, Python (Pandas and Seaborn) for data analysis and visualization, Linux and GitLab

- Creating low latency high throughput caching solution based on low level DAOS C API
- Performance evaluation of Intel DAOS (Distributed Asynchronous Object Storage) system in the context of proposed upgrades for ATLAS detector at the LHC (Large Hadron Collider)
- Working on the top 500 rated supercomputer (Intel Endeavor cluster)
- Working with and improving existing ATLAS Dataflow emulation software
- Continuous collaboration with Intel R&D team

# **Freelance Full-stack web developer,** Remote — *Software developer*

June 2020 - November 2021

- Creating and managing website for external company
- Multithreaded REST server implementation using Golang
- Frontend implementation using React.js framework with Typescript
- Website architecture design using client-server architecture

#### **SKILLS**

### **Programming:**

C++, Python, Go, Rust, JavaScript/TypeScript, basics of Julia, R and SQL

Frameworks and libraries:
PyTorch, TensorFlow, Intel
DAOS, SciPy, Pandas,
Matplotlib/Seaborn, OpenCV
basics of Flask, React and
Express

### DevOps:

Linux, Git, Docker, Docker Compose, GitHub Actions and GitLab CI/CD

### **LANGUAGES**

Fluent in English and native Polish

• Managing server architecture using Google Cloud

#### **EDUCATION**

# University of Łódź, Bachelor — Computer Science (Last semester)

October 2019 - March 2024 (Expected)

- Extended machine learning course (deep learning using PyTorch and TensorFlow, reinforcement learning, decision forests)
- Extended object-oriented programming course in C++
- Graphics programming course with OpenGL, Vulcan and Three.js
- Two time Rector Scholarship for best students recipient

# University of Łódź, Bachelor — Physics (2 years completed, suspended)

October 2020 - Suspended

- Advanced math course (multivariate calculus, differential equations, linear algebra)
- Statistics course
- Introduction to solid state and atomic physics

#### **PUBLICATIONS**

# Poster: Investigation of the Intel DAOS distributed object store in the context of the ATLAS TDAQ Phase II upgrade

ATLAS week poster session - 2022-06

# Conference presentation: Study of high-throughput distributed caching system based on Intel DAOS for ATLAS Phase-II Dataflow

2023 CERN Openlab Technical Workshop - 2023-03

### **PROJECTS**

# Basic deep learning library

### https://github.com/mateuszkojro/neural-network-library

- Using CMake for project configuration
- Implementing simple deep neural network based algorithms based on linear algebra

### Simple interpreted programming language

https://github.com/mateuszkojro/programing-language/

- Implementing recursive backtracking interpreter for simple programming language
- Generating C++ documentation using Doxygen

## **Basic Chess engine**

Implementation of custom algorithm based on Alpha-Beta pruning

### **Audio visualizer**

https://github.com/mateuszkojro/audio-visualizer

- Fourier transform implementation
- Working with audio files on low level
- Working with SDL

# Video player with Lua scripting support

https://qithub.com/mateuszkojro/video-player/

- Embedding Lua scripting language into an application
- Working with video files on low level
- Creating GUI's using QT
- Working with OpenCV