Mikołaj Gradowski

– Experience –

STU ERGO Hestia SA

Jul 2021 – Jan 2022

Internship

Sopot, Poland

- Developed and maintained data pipelines, reporting software, web scrapers, internal Python libraries.
- Automated various business processes.
- Implemented improvements across my office, e.g. version control, proper distribution of Python programs through an internal package repository, migrated from storing/exchanging data in MS Excel files to Apache Parquet.

"Alternatywa" music club

Nov 2018 – Mar 2020

 $Sound\ engineer$

Malbork, Poland

- Mixed audio during live performances concerts, stand-ups, etc.
- Set up and tore down sound and lighting equipment.

www.fabax.pl

Sep 2018

Website design and implementation

Malbork, Poland

Gdańsk, Poland

— Education ——

Gdańsk University of Technology

Oct 2019 – Jan 2023

(expected)

Data Engineering, B.Eng.

Full-time undergraduate studies in English.

• Lead by the Faculty of Electronics, Telecommunication and Informatics. The first four semesters also included classes at the Faculty of Management and Economics.

— Skills —

SQL (Postgres, Oracle®, HiveTM, SQLite, DuckDB, ClickHouse), Python, PyData stack (Pandas, NumPy, Scikit-learn, &c.), containerization (Docker, Podman), workflow management (Airflow), DBT, *nix system administration, concurrent and async programming, cloud computing, computer networking, agile practices, version control Git, Git-Lab CI, low-level programming (C, Rust), Redis, MongoDB, Vim, Neo4j, ConTFXt/LATFX

– Projects ——

Optical tracking for billiards

2020-

Computer vision

hobby project

- Aims to develop 3-dimensional optical tracking for statistical analysis of the sport.
- Short video of an early prototype https://youtu.be/fSLNEglZxrE.

Real-time fall detection

2021

Computer vision

university project

- \circ Uses a fully-convolutional neural network to detect fallen people at >3 ofps.
- Brief demonstration https://youtu.be/xtDYDrC_Y38.
- Code https://github.com/mgradowski/aiproject.

- Interests –

billiards, cooking, electronic music production, piano, road cycling, typography; computer algebra systems, computer networks, computer vision, machine learning, modern programming languages and tooling, operating systems, proof assistants and type systems