Mikołaj Gradowski

hello@mgradow.ski ✉
+48-730-783-562 ☎
mgradow.ski 🌐

—— EXPERIENCE ——

STU ERGO Hestia SA   Jul 2021 –
Business Analyst Intern   *Sopot, Poland*
- Developed and maintained data pipelines, reporting software, web scrapers, internal Python libraries and tools.
- Did light data science/statistics/machine learning work.
- Automated business processes.
- Implemented improvements across my office, e.g. version control, internal repository for Python packages, Apache Parquet in place of MS Excel as data format.

"Alternatywa" music club   Nov 2018 – Mar 2020
Sound engineer   *Malbork, Poland*
- Sound production during live performances — concerts, stand-ups, etc.

www.fabax.pl   Sep 2018
Website design and implementation   *Malbork, Poland*

—— EDUCATION ——

Gdańsk University of Technology   Oct 2019 – Jan 2023   *(expected)*
Data Engineering, B.Eng.   *Gdańsk, Poland*
- Undergraduate degree programme in English.

—— SKILLS ——

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

—— 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*
- Uses a fully-convolutional neural network to detect fallen people at >30fps.
- Brief demonstration — `https://youtu.be/xtDYDrC_Y38`.
- Code — `https://github.com/mgradowski/aiproject`.

—— INTERESTS ——

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