Mikołaj Gradowski

hello@mgradow.ski
+48-730-783-562
mgradow.ski
mgradowski

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 a fair amount of small 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, PyData stack (Pandas, NumPy, Scikit-learn, &c.), Django, FastAPI, Flask, SQL databases (Postgres, Oracle®, Hive™, SQLite, DuckDB, ClickHouse), Java 11 + Spring Boot, NoSQL databases (Redis, MongoDB, Vim, Neo4j), version control (Git), containerization (Docker, Podman), GitLab CI, workflow management (Dagster, Airflow, DBT), C, C++, Rust, graphics programming (WebGPU / wgpu-rs), computer networking, agile practices, *nix system administration; concurrent, parallel and async programming; cloud computing, 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