

Mikołaj Gradowski

hello@mgradow.ski ✉

+48-730-783-562 ☎

mgradow.ski 🌐

EXPERIENCE

STU ERGO Hestia SA

Jul 2021 – Jan 2022

Internship

Sopot, Poland

- Developed and maintained reporting software used daily by regional managers.
- Compiled ad-hoc reports, mainly using an Oracle® Database data warehouse.
- Briefly used a Hadoop® cluster running Hive™.
- Implemented small improvements across my office, e.g. introduced Git, started deploying Python programs in virtual environments.

“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

EDUCATION

Gdańsk University of Technology

Oct 2019 – Jan 2023

(expected)

Data Engineering, B.Eng.

Gdańsk, Poland

- 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*.

№1 Henryk Sienkiewicz High School

Sep 2016 – May 2019

Mathematics-Physics-IT programme

Malbork, Poland

- Gdańsk University of Technology scholarship contest laureate.
- Sound engineer at school events.

SKILLS

async programming, *nix operating systems, C, cloud computing, Docker [Compose], Django, Git, GitLab CI, Haskell, Julia, MongoDB, PyData stack, Python, PyTorch, Scikit-learn, SQL (Postgres, Oracle®, Hive™, SQLite, DuckDB), Vim, ConTeXt/L^AT_EX

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

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