Mikołaj Gradowski

— Experience –

STU ERGO Hestia SA

Jul 2021 - Sep 2021

Summer 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 HiveTM.
- 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.
- $\circ~$ 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.

№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 ————

*nix operating systems, C, Django, Docker [Compose], Git, GitLab CI, Haskell, Julia, MongoDB, PyData stack, PyTorch, Python, SQL (Postgres, Oracle®, HiveTM, SQLite, DuckDB), Vim, ConT_FXt/L^AT_FX, async programming

- 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 >3 ofps.
- Brief demonstration https://youtu.be/xtDYDrC_Y38.
- Code https://github.com/mgradowski/aiproject.

– Interests —

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