

Mikołaj Gradowski

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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 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), NoSQL databases (Redis, MongoDB, Vim, Neo4j), version control (Git), containerization (Docker, Podman), GitLab CI, workflow management (Dagster, Airflow, DBT), low-level programming (C, Rust), agile practices, *nix system administration; concurrent, parallel and async programming; cloud computing, computer networking, 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/fSLNEglZxE>.

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