

Mikołaj Gradowski

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mgradowski in

— EXPERIENCE —

BitPeak sp. z o. o.

Data Engineer

Mar 2022 –

fully remote

STU ERGO Hestia SA

Business Analyst Intern

Jul 2021 – Feb 2022

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

Sound engineer

Nov 2018 – Mar 2020

Malbork, Poland

- Sound production during live performances — concerts, stand-ups, etc.

www.fabax.pl

Website design and implementation

Sep 2018

Malbork, Poland

— EDUCATION —

Gdańsk University of Technology

Data Engineering, B.Eng.

Oct 2019 – Jan 2023

(expected)

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/L^AT_EX

— PROJECTS —

Optical tracking for billiards

Computer vision

2020–

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

Computer vision

2021

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