

Jakub Dryja

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Amsterdam, The Netherlands

Bydgoszcz, Poland

OBJECTIVE

Recent graduate with a Bachelor of Science in Computer Science seeking a challenging position to apply and expand upon a strong academic foundation. Eager to leverage skills in software development and data science to solve real-world problems and contribute to innovative projects. I'm a firm believer in the power of continuous learning and am excited to embark on new challenges.

EDUCATION

- **Universiteit Leiden** Feb 2026 - ...
M.S. in Computer Science Leiden, The Netherlands
 - Specialisation: Data Science
- **Vrije Universiteit Amsterdam** Sep 2021 - Jul 2025
B.S. in Computer Science Amsterdam, The Netherlands
 - GPA: 7.5/10.0
- **VI Liceum Ogólnokształcące Im. J.J. Śniadeckich** Apr 2021
Secondary Education Bydgoszcz, Poland
 - Extended: Mathematics, Computer Science, English

PROJECTS

- **Data-Driven Prediction of ATP Tennis Match Outcomes Using Machine Learning Techniques** Jun 2025
Bachelor Project [\[G\]](#)
 - Developed and evaluated four machine learning models to predict ATP tennis match outcomes.
 - Engineered a comprehensive dataset using historical player statistics and metrics to train and test the models.
 - Implemented a robust betting strategy simulation to assess the profitability of each model, demonstrating the practical application of the predictive analytics.
- **MyTamagotchi** Mar 2023
Software Design Course [\[G\]](#)
 - Collaboratively designed and developed a responsive, interactive Tamagotchi-like application.
 - Applied core software design principles to ensure a maintainable and scalable codebase.
 - Gained practical experience in collaborative development and version control.
 - Successfully translated a project concept into a functional and well-structured software product, demonstrating a strong foundation in practical software development.
- **Gesture Recognition** Dec 2021
Pervasive Computing Course [\[G\]](#)
 - Collaborated in a team to design and develop a prototype of a gesture-based remote control for smart systems and appliances.
 - Implemented a system using a computer's built-in camera to capture and process hand gestures in real-time.
 - Utilized computer vision techniques, including image binarization and classification, to recognize predefined commands.

SKILLS

- **Programming Languages:** Python, C, C++, Java, JavaScript, Bash
- **Web Technologies:** HTML, CSS
- **Operating Systems:** Linux, Windows
- **Version Control:** Git
- **Database Systems:** MySQL
- **Productivity:** Microsoft Excel, Creating clean and effective reports

ADDITIONAL INFORMATION

Languages: Polish (Native), English (C1)

Interests: Tennis, Football, Personal Data Analytics (Spreadsheet Management)