Jakub Dryja

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in LinkedIn | ◯ GitHub

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. JJ 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 [◯]
  ◦ 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 [◯]
  ◦ 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 [◯]
  ◦ 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)