Karol Latos

Software Engineer

Positively-minded and fast-learning Computer Science student in final year, eager to implement good practice in code and acquire new skills under the guidance of experienced co-workers. Clear understanding of the theory surrounding computer science, probability and statistics, optimization and decision making, artificial intelligence and more. Skills in Python and C++, as well as occasional C# and SQL. Expanding knowledge and growing is a crucial aspect of my life.



Contact

Website

<u>rol-x.github.io</u>

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Perks

Actual analytical skills and critical thinking

Regular user of: numpy, pandas, matplotlib, seaborn and sklearn

Fair understanding of data structures and algorithms

Strong mathematical backbone (enthusiast)

No sense of humor



Projects

20+ programming projects developed during my studies, either as a part of a course or on my own. Most notable involve:

- Implementation of a stochastic Ant Colony System to solve the Travelling Salesman problem (Python)
- Tutor's **schedule creator**, based on the availability of individual students (Python)
- Console game of **memory cards** and **RPG text game** (C++, C#)
- Implementation of evolution strategy in gray box function parameter estimation (Python)
- **Poker game** simulator (C#)
- Partial, nonlinear, ordinary differential equation solvers (C++)

...and a myriad of minor projects including implementation of popular algorithms, numerical and optimizations methods and data visualization.



Education

2018 -Current

Bachelor of Science: Interdisciplinary IT studies with specialization in Informatics

Silesian University Of Technology - Gliwice

- Co-authored a paper on package delivery via drones
- Received the Dean's Scholarship for year 2019/2020
- Continuing education in Informatics, Data Science



Mathematics

Cinematography

Critique of culture

Philosophy

Gardening



English

Polish