

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

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rol-x.github.io

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Perks

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



Interests

- Mathematics
- Cinematography
- Critique of culture
- Philosophy
- Gardening



Projects

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

- Implementation of an **evolutionary Ant Colony System** to solve the Travelling Salesman problem (Python)
- Tutor's **schedule creator**, based on the availability of individual students (Python)
- Console games of **memory cards** and **RPG text game** (C++)
- Implementation of **evolution strategy** in grey box function parameter estimation (Python)
- **Poker game** simulator (C#)
- **Partial, nonlinear, ordinary differential equation solvers** (C++)
- **CRUD project** for managing lists of tasks (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
	<i>Silesian University Of Technology - Gliwice</i>
	<ul style="list-style-type: none">• Co-authored a paper on package delivery via drones• Received the Dean's Scholarship for year 2019/2020• Continuing education in Informatics, Data Science



Languages

- English
- Polish