

# Stefan Radziuk

stefan@radzi.uk  
stefan.radzi.uk  
github.com/stefanradziuk

## EDUCATION

### MENG COMPUTING, IMPERIAL COLLEGE LONDON \_\_\_\_\_ 2019–2023

- First year: 78% overall (First Class), scoring over 70% in every module, including 82% in programming.
- Completed coursework examining object oriented design, concurrency and functional programming skills.

### HIGH SCHOOL NO 3 IN GDYNIA \_\_\_\_\_ 2017–2019

- Extended level subjects: Mathematics, Physics, Bilingual English, Entrepreneurship.
- Advanced level Matura exam scores: Mathematics 98%, Physics 97%, English 100%.

## EXPERIENCE

### JIT TEAM – MOBILE DEVELOPER WORK EXPERIENCE \_\_\_\_\_ 2017–2018

- Built a cross-platform mobile indoor navigation app in Xamarin (a C#-based platform).
- The app helped freshers, exchange students and parents find their way around the high school, receiving reviews averaging 4.3 on Google Play.
- Implemented device positioning via communication with Bluetooth beacons amongst other features.
- Learnt the principles of the Scrum workflow through a series of lecture-tutorials by industry experts.
- Employed tools such as Xamarin, Bluetooth beacons, git, Jira and Confluence.

## VOLUNTEERING

### DEPARTMENT OF COMPUTING SOCIETY – SECRETARY \_\_\_\_\_ 2020–present

- Chairs internal committee meetings with aim of improving over 1400 members' student experience.
- Collaborates on hosting professional events including a career fair and lectures by industry experts.

### IC HACK 20 – HACKATHON ORGANISER \_\_\_\_\_ 2020

- Cooperated to organise UK's largest student-run hackathon hosting over 450 participants.
- Responsibilities included leading a team of volunteers during the event and developing elements of the event's branding.

## PROJECTS

### WAVE FUNCTION COLLAPSE \_\_\_\_\_ C

- Implemented the Wave Function Collapse algorithm in C for Imperial's C programming group project.
- Provided a simple way for game developers to incorporate automatic map generation in their games.
- Marked at 90% for program design, code style and accompanying documentation.
- Contributed by implementing the core algorithm based on relevant academic papers.

### POPULATION SIMULATOR \_\_\_\_\_ Python

- Aimed to visualise the effects social distancing has on the infection rate during an epidemic.
- Created a physics-based collision simulator to model the spread of an infectious disease in Python.

## SKILLS

- Programming languages:
  - Preferred: Java
  - Familiar with: Python, C, Scala, Haskell, Bash
- Other tools: Linux (GNU coreutils, bash scripting, ssh), git, SQL, HTML/CSS/JS