Stefan Radziuk

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Education

MEng Computing, Imperial College London — **2019–2023**

- First year: 78% overall (First Class), scoring over 70% in every module, including 82% in programming.

High School No 3 in Gdynia — **2017–2019**

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

Experience

Imperial College London – Undergraduate Teaching Assistant — **2020–present**

- Guides first year students working on programming assignments (Haskell, Kotlin).

Jit Team – Software Engineering Insight Programme — **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 Agile workflow through a series of lecture-tutorials by industry experts.
- Employed tools such as Xamarin, git, Bluetooth transmitters, 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 industrial guest lectures.

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: C, Python, Kotlin, Scala, Haskell
- Other tools: Linux (GNU coreutils, shell scripting), git, SQL, HTML/CSS/JS