Szczekulski Jan

Data Scientist/Software Engineer

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Experience

THE HUT GROUP | Data Scientist Experimentation

Sept 2020 – Present | Manchester, UK

- Improved & automated A/B testing tools surrounding internal A/B testing such as duration estimation or automated analyses tool. Improved internal backend used for managing experiments.
- I led the 'experimentable widgets' project, which enabled stakeholders to make changes to site widgets as A/B tests. To do this, I had to look into and make alterations to the larger internal architecture, which included 4 backends and 2 frontends
- I conducted 7 A/B/n tests, and performed thorough data analysis. These resulted in £1million rise in sales year-on-year.
- Helped develop a company-wide ML algorithm responsible for short-term demand forecasting.
- Built data pipelines from scratch, including setting up a virtual machine, Jenkins, and writing Python scripts.

AMBROZIAK'S DERMATOLOGY CLINIC | Research Assistant

2021-present

- First research focused on identifying the visit frequency at which no more progress can be made in treating Port-Wine-Stain birthmarks, as well as to confirm medical experience that PWS will worsen over time if not treated.
- The second research studied the effectiveness of Convolutional Neural Networks and Transfer Learning in determining the success rate of treating Port-Wine Stain Birthmark by leveraging the relationship between the position and colour of the marks pre-treatment and the treatment's effectiveness.

UNIVERSITY OF LIVERPOOL | Research Assistant

June 2020 – Aug 2020 | Liverpool, UK

Aug 2022 – Present | Liverpool, UK

- This research focused on improving the efficiency of tomography reconstruction by applying classification CNNs to find the best angles to be used for the 3d reconstruction of nanowires based on the sinograms of the nanowire's 2d slices.

Projects

IMPROVING DDPG | Python, Numpy,PyTorch

2020

- For my thesis I've implemented & improved stability and convergence of reinforcement learning algorithm DDPG using Stochastic Weighted Average & One-Cycle methods.

MONET ME THIS | Python, Numpy, PyTorch

2022

- I re-implemented CycleGAN and applied Differential Augmentation, training on Kaggle's Dataset to create a game that tests players' ability to differentiate between authentic paintings created by Claude Monet and AI-generated paintings.

Skills

PROGRAMMING

Proficient:
Python • SQL • Java

Experienced:
JavaScript • Shell

Familiar:
Prolog • LaTeX • C++

FRAMEWORKS

Pandas • PyTorch & Tensorflow
Matplotlib • SpringBoot • React

TOOLS

Git • Jenkins
Docker • Linux(CentOS)

Education

UNIVERSITY OF LIVERPOOL

Bachelor's in Computer Science and Mathematics

2017 - 2020 | Liverpool, UK

First Class (Honours)

TADEUSZ CZACKI'S HIGH SCHOOL

Extended Mathematics, English and Physics

2014 - 2017 | Warsaw, Poland

A*AB accordingly

EXTRA-CURRICULAR

TABLE TENNIS CLUB

Team Captain
Social Welfare Officer

2018 - 2019 | University of Liverpool, UK

LANGUAGES

Polish
English

HOBBIES

Sports

Basketball, Running & Martial arts

Relaxation

Dancing, Books & Guitar