

Szczekulski Jan

Data Scientist/Software Engineer

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EXPERIENCE

THE HUT GROUP | DATA SCIENTIST EXPERIMENTATION

Sept 2020 – Present | Manchester, UK

- I led the project which enabled setting up changes to the website as A/B tests (such as widgets alterations). To complete it, I made changes to the larger e-commerce internal architecture, including 4 backends and 2 frontends
- Improved and automated manual tools surrounding internal A/B testing platform such as duration estimation, results generation or metrics addition. Improved and set up acceptance and integration testing for multiple components.
- I conducted 7 A/B/n tests, and performed thorough data analyses which resulted in £1million rise in sales year-on-year.
- Helped develop a company-wide ML algorithm and accuracy metrics for short-term demand forecasting.
- Built data pipelines from scratch, including setting up a virtual machine, Jenkins, and Python scripts.

AMBROZIAK'S DERMATOLOGY CLINIC | RESEARCH ASSISTANT

2021-present

- Analyzed Port-Wine-Stain (PWS) birthmark treatment data to identify threshold visit after which no more progress can be made in treatment. Confirmed hypothesis that PWS worsens over time if not treated.
- Studied the effectiveness of Convolutional Neural Networks and Transfer Learning in determining the success rate of treating PWS by leveraging the relationship between the position and colour of the birthmarks pre-treatment and the treatment's efficacy.

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, TENSORFLOW

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, PYTORCH, REACT

2022

- I re-implemented CycleGAN and applied Differential Augmentation, training on Kaggle's Dataset to create a web app 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:

GraphQL • L^AT_EX • C++

FRAMEWORKS

Pandas • PyTorch & Tensorflow
Matplotlib • SpringBoot • React

TOOLS

Git • Jenkins • Kubernetes
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