

# Tomasz Garbus

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## Education

**University of Warsaw**, Masters studies, 1st year. 2018–  
field of study: Computer Science  
**University of Warsaw**, BCs studies. 2015–2018  
field of study: Computer Science  
**III High School in Gdynia**. 2012–2015  
profile of Mathematics and Informatics

## Achievements

**Laureate of XXII Polish Olympiad in Informatics**, 2014/2015  
*Olimpiada Informatyczna*, Warsaw.  
8th place in finals  
**Laureate of XX Baltic Olympiad in Informatics**, 2013/2014  
Palanga, Lithuania.  
13th place in finals

## Experience

**Google**, *Site Reliability Intern*, Dublin. summer 2019  
Pluscodes as addresses ([plus.codes/casestudies](https://plus.codes/casestudies)), Android development.  
**Google**, *Software Engineering Intern*, Zurich. summer 2018  
YouTube Creator team, iOS development.  
**Google**, *Software Engineering Intern*, Munich. summer 2017  
Chromium team, Credential Manager API for iOS.  
**Codility**, *Task team contractor*, Warsaw. 2016–2018  
Preparing coding tasks for recruitment.  
**Samsung**, *Intern*, Warsaw. summer 2016  
Cloud & Big Data team, optimizing a Java web service.

## Skill set

### Programming languages

**Worked with:** C++, Objective-C, Objective-C++, Java, Python

**Familiar with:** C, R, Octave, JavaScript, Haskell, Bash, Assembly, Prolog

### Frameworks

**Platforms:** Android and iOS development

**Web frameworks:** Django

### Machine Learning

**Courses taken:** Deep Neural Networks (grade 5+ out of 5), Data Mining

(grade 5/5), Image Recognition Neural Networks (grade 5/5)

**Bachelor's thesis:** *Novelty face authentication with liveness detection using depth and IR camera*

**Libraries & frameworks:** TensorFlow, also familiar with scikit-learn and Keras

### *Other*

**Daily use:** Linux, Git

**Worked with:** Firebase, SQL, LaTeX (+Tikz/Metapost)

## Projects

**Comparison of GANs with and without background (2019):** Pre-processing images of cars with semantic segmentation and training several variants of GANs

final report, repo: [github.com/tomaszgarbus/vrnn2018](https://github.com/tomaszgarbus/vrnn2018)

**Face authentication with liveness detection using depth and IR camera (2018):** Bachelor's thesis created in cooperation with Samsung R&D Institute Poland.

Paper available at [students.mimuw.edu.pl/~tg370795/mim-paper.pdf](https://students.mimuw.edu.pl/~tg370795/mim-paper.pdf).

Code available at [github.com/tomaszgarbus/rgbd-face-auth](https://github.com/tomaszgarbus/rgbd-face-auth).

**Speeding (2014):** A pseudo-3D game, available for PC/Android. Written in C++/Qt. [goo.gl/9YmdKl](https://goo.gl/9YmdKl)

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