

Achievements

- Publication of a paper titled "Hand Gesture Recognition System with Finite State Machine for Remote Desktop Control" in an international conference
(DOI: 10.23919/SpliTech58164.2023.10193307)
- Ongoing writing and publication efforts of a paper based on my Master's thesis titled "Static Allocation Scheme for Closures without Automatic Memory Management."
- GPA: 4.531 (bardzo dobry - very good)

Education

- 2019 – 2023 Wrocław University of Science and Technology, Faculty of Information and Communication Technology, Poland
Major: **Computer Engineering** (Bachelor's)
- 2023 – Warsaw University of Science and Technology, Faculty of Information and Communication Technology, Poland
Major: **Applied Computer Science** (Master's)
Expected date of graduation: 03.2025
- 2023 – 2024 Korea Advanced Institute of Science and Technology, School of Computing
Graduate Exchange Student
Member of MR robotics club

Work Experience

- 2024.07 – 2024.08 **Internship at KAIST School of Computing's HCI Lab**
- Design and prototyping of an experimental device for selecting and controlling smart objects remotely.
- 2020 – 2023 **SimpleFormat.pl**
- Company research project to determine the viability of Microsoft Teams as the platform to host a social network for medium to large sized organizations.
 - Development of a system for selling insurance in the area of direct sales using the mechanisms of decision trees, predictive trees, dynamic surveys in the .NET environment.
 - Integration of self-authenticated solutions with Microsoft Teams accounts.

Notable Projects

- Implementation of my own polymorphic, compiled language with a novel static closure allocation scheme.
- 3D printing and assembly of a portable split mechanical keyboard of my own design.

Additional Courses

2024 Design and Testing of a pocket keyboard for CS486: Wearable User Interfaces.
2021 Nokia, Practical Aspects of Software Development (course)

Technical Knowledge

Programming Languages

Haskell, C, C# - **very good**

Rust, Java, x86 Assembly, SQL, Javascript/Typescript, Python, Bash, Go - good

VHDL, Nim, Prolog - basic

Operating Systems

Void Linux (musl), Arch Linux, NixOS, Windows, MacOS

Human Languages

Polish - native

English - C2 level, ability to use technical language and read documentation fluently

Korean - lower intermediate level, finished KAIST's "Korean for International Students 4" course

Spanish - A2

Japanese - A1

Other

Basic prototyping skills: 3D design (Autodesk Fusion, OpenSCAD), 3D printing, electronics, woodworking

Interests: programming languages, functional programming, compilers, pragmatic programming, low-level programming, prototyping

References

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