Tomasz Cichy

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CAREER PROFILE

Machine Learning Engineer at Cirium. Dean's List awarded Mathematics and Data Analytics graduate from Coventry University. Passionate about AI, research, and cutting edge technologies. Interested in natural language processing and reinforcement learning. Linux and FOSS enthusiast.

KEY SKILLS

Programming:	Python, GIT, (no)SQL, Airflow, AWS, Docker, Linux, Redis, Flask, RQ, Scrapy, R
ML/DS:	XGBoost, Pandas, NumPy, scikit-learn, PyTorch, spaCy, Gensim, NLTK
Languages:	Polish (native), Japanese (beginner)

WORK EXPERIENCE

CURRENT
JUL 2021

Machine Learning Engineer
Cirium, London, UK (contextual signals team, formerly Migacore Technologies)

- Improving and maintaining production models to ensure consistent weekly delivery to consumers. Taking ownership of end to end pipelines
- Conducting research on incorporating airline scheduling data into the product. Consulting domain experts, reading academic papers, and running simulations
- Developing and maintaining a crawling cache service which improved crawling speed and reduced the amount of requests sent through an external proxy service by 35%
- Contributing to reducing tech debt by conducting major refactoring tasks. My efforts greatly reduced the complexity of projects and lowered the number of dependencies, making them easier to maintain, and lowering CI/CD time
- Breaking out monolithic applications into smaller services. As a consequence, other engineers can work faster and more independently

JUL 2021
OCT 2019

Student Proctor (Tutor)
sigma, Coventry University, Coventry, UK

- Providing mathematics learning support for students in workshops and during open hours. Helping, individual students and groups, approximately 5 sessions a day

EDUCATION

MAY 2021
SEP 2018

Coventry University, Coventry, England
Mathematics and Data Analytics, BSc, 1st class honours
Final project: Theory and Implementation of Multi-Agent Reinforcement Learning Systems

APR 2018
SEP 2014

Technical School no. 8, Sosnowiec, Poland
Information Technology
Obtaining an Information Technology Technician Diploma

PERSONAL PROJECTS

Theory and Implementation of Multi-Agent Reinforcement Learning Systems, PDF

My final university project is a comparison of concurrent and parameter sharing multi-agent reinforcement learning policies. I have implemented popular single-agent algorithms (DQN, PPO) in Python and applied them to a multi-agent train navigation problem. Hyperparameter sweeps: DQN, PPO.

League of Legends Classification and Draft Assist, Demo page

I have created a web application to help League of Legends players select champions to maximise their chances of winning a game. The input is only a screenshot of the game client during the champion selection. I have used Riot's API to generate training data, trained PyTorch DCNN classifier, and converted it to ONNX to serve on the website.

References available upon request.