



contact

- ✉ wiktoria.przykucka@student.howest.com
- ✦ Kortrijk, Belgium
from Koszalin, Poland
- in [linkedin.com/in/wiktoria-przykucka](https://www.linkedin.com/in/wiktoria-przykucka)
- 🔗 github.com/wiktoriaprzykucka
- © przykucka.com

technical skills

Languages

Python SQL C#

AI / Machine Learning

Machine Learning Computer Vision

RAG GraphRAG Deep Learning

Gen. & Applied AI LLMs

Guardrails MCP Edge AI MLOps

Robotics Reinforcement Learning

Prompt Eng.

Frameworks & Libraries

PyTorch TensorFlow scikit-learn

OpenCV MediaPipe YOLO pandas

NumPy

Data & Databases

PostgreSQL Neo4j InfluxDB

ERD / 3NF Elastic Grafana

Tools & Platforms

Docker Compose Kubernetes

Git CI/CD Azure AI Azure ML

Hugging Face ROS Ollama

Linux / WSL Raspberry Pi

Hardware & Creative

GPIO / I²C Sensors BLE UART

Unity Blender

languages

- Polish Native
- English Upper-Intermediate

interests

- Quantum computing & advanced CS
- Computer vision & robotics
- Equine AI — posture & lameness analysis

Wiktoria Przykucka

Creative Technology & AI Student — RAG, Computer Vision & Edge AI

Creative Technology & AI student at Howest building real-world systems that combine software, hardware, and intelligent models. Focused on applied and generative AI (LLMs, guardrails, MCP), RAG / GraphRAG, computer vision, edge AI, robotics (ROS), and MLOps — Azure pipelines, CI/CD, and Hugging Face deployment. Hands-on across Python, machine learning, Raspberry Pi, and containerized stacks. Driven to work on impactful AI systems and pursue advanced study in computer science and quantum computing.

experience

Student AI / RAG Developer

May – Jun 2026

Belgium · Team

Actemium — Client-Based Industry Project

- Built a chatbot answering questions over production and installation-process data held in client Excel files, with the original files preserved as the source of truth.
- Researched and benchmarked retrieval strategies — RAG, GraphRAG, vector search, graph databases, and hybrid methods — to improve answer quality.
- Designed pipelines that extract, structure, and enrich semi-structured Excel data with metadata for retrieval and question-answering workflows.
- Contributed to architecture decisions on local vs. cloud deployment, database design, Azure AI integration, and data-security requirements.
- Delivered weekly progress reports, technical documentation, and client-facing demonstrations within a multidisciplinary team.
- Offered a student job by the client following the final solution presentation.**

selected projects

Local RAG / GraphRAG Chatbot for Semi-Structured Data

Jun 2026

Team · NDA

AI system answering questions over complex client Excel data using hybrid RAG, markdown extraction, graph representation, and Azure AI endpoints — with files kept as the source of truth. Delivered a working production-grade version.

Python · PostgreSQL · Neo4j · RAG / GraphRAG · Docker · Azure AI · embeddings · guardrails

Real-Time ASL Alphabet Recognition System

Tech Connect expo

Jun 2025

Team

Distributed computer-vision system recognizing ASL hand signs (A–Z) in real time from 21 MediaPipe landmarks, with a distributed Raspberry-Pi-to-laptop client-server architecture and an interactive Flask learning platform giving live feedback. Reached **100% test accuracy** across MLP and Random Forest classifiers.

Python · MediaPipe · OpenCV · scikit-learn · Flask · Raspberry Pi · TCP sockets

trAlner — AI Gymnastics Evaluation System

Jan 2026

Team

End-to-end platform that grades gymnastics performance from video using pose extraction and Bidirectional LSTM models across three Dockerized microservices. Achieved **91% accuracy** on phase segmentation and **86%** on automated grading, with PDF reports and athlete progress tracking via a Gradio interface.

Python · PyTorch · FastAPI · Gradio · MediaPipe · Docker Compose

AI Show Jumping Simulator — Unity ML-Agents RL

May 2026

Solo

3D equestrian simulator where an RL-trained horse learns to navigate FEI-inspired courses. Built custom reward shaping, curriculum learning, a JSON-driven course system, and an in-engine parkour editor with Bézier path visualization.

Unity 3D · C# · ML-Agents · Reinforcement Learning · Rigidbody Physics · JSON

education

BSc Creative Technology & AI

2024 – 2027 (exp.)

Kortrijk, BE

Howest University of Applied Sciences

Coursework across AI, Machine Learning, Deep Learning, Advanced AI, data management & SQL, sensors & interfacing, networking, Docker / Kubernetes, and software engineering.

Secondary School Diploma (Matura)

2019 – 2024

Koszalin, PL

II LO im. Władysława Broniewskiego

Extended-level Mathematics and Physics — a strong analytical foundation for further study in AI and computer science.