

About me

I am an Cybersecurity student at AGH. I am dedicated, hard-working person willing to soak up the knowledge and develop new skills. Most of my time learning software engineering has been spent in web developement. I love learning about new things and generally speaking be active in my spare time.

CONTACT











https://www.linkedin.com/in/filipkorus/



https://github.com/filipkorus/



https://fkor.us

HOBBIES

football

skiing

travelling

science in general

LANGUAGES

English - B2

Polish - native

Filip Korus

Cybersecurity student

EDUCATION

III Liceum Ogólnokształcące im. Adama Mickiewicza w Tarnowie 2018 – 2021

AGH University of Science and Technology

2021 - 2025 ICT (BEng) - final grade: 5.0

2025 - present Cybersecurity (MEng)

Awards:

- Scholarship of the Ministry of Science and Higher Education (2025)
- Rector's Scholarship, AGH University (2023, 2024, 2025)
- First Place Best ICT Bachelor's Thesis, organized by the Association of Telecommunication Engineers (2025)
- Second Place Best Bachelor's Thesis, organized by the Director of the Institute of Telecommunications, AGH University (2025)

EXPERIENCE

CMS for Klich Football School (2020)

 Developed a CMS with an admin panel in PHP, together with two high school friends, for a local football school.

AGH Quality of Experience (QoE) Team - internship (2022 - 2023)

- Developed a SaaS app (Vue, Node, C, Docker) showcasing multimedia quality measurement software.
- Built and maintained a Python package (pip-installable) with the same purpose.
- Strengthened teamwork and time management skills.

Software Developer Intern at Volvo Cars (2024)

- Improved C++ skills by implementing component tests with GoogleTest and maintaining CS modules
- Enhanced CI/CD pipelines by creating Zuul jobs and Ansible playbooks.

ML Engineer at AISEEMO (2025 - now)

- Developed YOLO models and prepared datasets for object detection tasks.
- Designed and implemented model inference pipelines.
- Built solutions for object detection optimized to minimize false positives.

SKILLS

Python – Self-taught through projects like web scrapers and bots. Applied in university courses, an internship at AGH QoE Team, and at AISEEMO. My primary programming language.

Node.js - Developed multiple REST APIs using Express and ORMs such as Prisma.

C++ – Used for algorithms in high school and the Basics of Computer Science course at university. Applied during internship at Volvo Cars to maintain CS modules, gaining practical experience in real-world automotive applications.

React – Developed several applications featuring user authentication, dashboards, and live chat using Socket.io and REST APIs. Gained experience in state management, component design, and integrating front-end with back-end services.

TypeScript – Used extensively in all React and Node.js projects.

Java – Learned during university OOP course; used for developing simple GUI applications with logging and database connections.

SQL – Experienced with MySQL and PostgreSQL; applied in university database course and multiple web app projects.

Docker – Used in several projects to deploy and run multiple instances of apps with load

IP networking – Understanding of IP networking concepts, protocols, routing and more.

SCIENTIFIC PAPERS AND CONFERENCES

- "In the Wild" Video Content as a Special Case of User Generated Content and a System for Its Recognition – published in Sensors (MDPI), Feb 2023
- Wykrywanie trudnych do kompresji sekwencji wideo na podstawie obiektywnych metryk jakości – presented at KRiT 2024, published in PRZEGLĄD TELEKOMUNIKACYJNY, Sep 2024
- HD-dSEQUA: high definition diverse video sequence dataset for quality assessment with indicators presented at KRiT 2025, published in PRZEGLĄD TELEKOMUNIKACYJNY, Sep 2025