DÁNIEL MIZSÁK

AI Infrastructure Developer

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PROFILE

I am an always curious and open-minded engineer, constantly seeking new challenges. With adaptive problem-solving abilities and a creative approach, I excel at finding innovative solutions.

I am known for my precise working style, ensuring high-quality results. I am dedicated to continuous improvement and making a positive impact.

EXPERIENCE

Al Infrastructure Developer

3Shape

- October 2023 Present
- Copenhagen
- Programmed several extensions to existing C# infrastructure
- Refactored and expended computer cluster automation framework

Machine Learning Engineer

Bosch

- February 2022 September 2023 Budapest
- Organized and prepared ML model and data pipeline for deployment
- Developed a multi-label classifier using active and transfer-learning
- Created and implemented an object detection model for better label quality
- Modernized the docker development environment for multiple projects

Data Scientist Internship

Bosch

- 苗 April 2020 January 2022
- Budapest
- Investigated the predictability of sensor parameters from various types of manufacturing data (MSc Diploma)
- Modified a limit calculation algorithm to reduce the dropout rate of viable units
- Created a web application for interactive **3D visualization** of sensor parameters

EDUCATION

Mechanical Engineering Modelling (MSc) **Budapest University of Technology and Economics**

2020 - 2022

Solid and Fluid mechanics specialization

Mechatronics Engineering (BSc)

Budapest University of Technology and Economics

2016 - 2020

Mechanical modelling specialization



ABOUT ME



MLOps SQL Linux Azure **Microsoft Office**

PROJECTS

checkmark - Assessment generator and evaluator system.

pythonvilag-website - The source code of my personal website.

private-lecture-automation - Tools for automating lecture management.

pygames | - Famous games implemented in Python.

LANGUAGES

English Hungarian

