



# Ing. Ákos Kappel

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## About Me

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I am a software engineer with experience in both frontend and backend development, as well as working with databases. I have practical experience with various technologies and am always open to learning new things. I enjoy working on interesting projects, both independently and as part of a team. I am seeking an opportunity where I can apply my skills while continuing to improve in software development.

## Technical Skills

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- **Programming Languages:** Python, TypeScript, PHP, Java, Kotlin, C#
- **Development Tools:** Git, Linux, Docker, VS Code, Jira, Gitlab
- **Web Technologies:** HTML, CSS, Tailwind, Bootstrap
- **Frameworks:** Laravel, Node.js, FastAPI, Django, React, Next.js, Vue, Nuxt
- **Databases:** PostgreSQL, MongoDB, Redis
- **AI Libraries:** PyTorch, TensorFlow

## Work Experience

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### Full Stack Developer, Švarba s.r.o.

June 2024 - January 2025

- Development of APIs for integration with the frontend
- Collaboration on the development of a React application
- Implementation of new functionalities and website maintenance
- Creation of unit tests
- *Technologies used:* TypeScript, Node.js, Express.js, React, PHP, Nette, MSSql

### Junior Python Developer, SoftPoint s.r.o.

October 2023 - May 2024

- Development of ETL processes - extraction, transformation, and loading of data into database
- Web scraping
- Automation of ordering processes
- *Technologies used:* Python, Ruby, PostgreSQL, Selenium, Airflow, FastAPI

## Education

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### Intelligent Software Systems

Slovak University of Technology, Faculty of Informatics and Information Technologies

September 2022 - June 2024

- Master's degree
- *Thesis:* Semi-automatic segmentation methods based on neural networks for improving detection and monitoring of human eye diseases

### Computer Science

Slovak University of Technology, Faculty of Informatics and Information Technologies

September 2019 - June 2022

- Bachelor's degree
- *Thesis:* Generator of analytical geometry problems in plane - Conic sections

## Language Skills

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- **Slovak** - Native language
- **English** - C1
- **German** - A2
- **Hungarian** - C1

## Projects

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### **Budget Master** | [Source code: GitHub/BudgetMaster](#)

2024 - 2025

- Full-Stack application for personal finance management, with modern data visualizations for better overview of income and expenses
- *Technologies used:* Next.js, TypeScript, Tailwind, MongoDB, Axios, Redux, React Query, Zod, Recharts, Nginx

### **e-Shop** | [GitHub/FakeShop](#)

2024

- Frontend application for e-commerce, displaying products from a public API and providing a user-friendly interface for browsing and filtering products
- *Technologies used:* React, TypeScript, Tailwind

### **WAC Ambulance** | [uFE](#), [WebAPI](#), [GitOps](#)

2024

- Micro-frontend application created using Stencil.js and TypeScript
- Backend developed in Go with MongoDB database and OpenAPI specification
- Application deployed using Docker, Kubernetes, Github actions and Azure

### **Glaucoma Segmentation** | [GitHub/GlaucomaSegmentation](#)

2022 - 2024

- Master's thesis in artificial intelligence field developed at FIIT STU
- Console application with neural network for segmentation of eye structure images
- *Technologies used:* Python, PyTorch, OpenCV, Numpy, Pandas, Albumentations, Scikit-learn, Matplotlib

### **Feast Finder** | [GitHub/FeastFinder](#)

2023

- Frontend application for recipe search, enabling quick and easy filtering by ingredients, meals, and categories
- *Technologies used:* Nuxt, TypeScript, Tailwind, Axios

### **Game Iridescent** | [GitLab/iridescent](#)

2022

- Cooperative computer game for two players with splitscreen mode, focused on team play and fun
- *Technologies used:* Unity Engine, C#