Lukáš Caha

Feřtekova 540, Bohnice 181 00, Prague 8, Czech republic lukas.caha@matfyz.cz, +420 735 840 262

Software engineering student, entrepreneur and dreamer

Skills

Programming

Unity and C# programming, web development (PHP, HTML, CSS, JS, Ajax), neural networks **Technical skills**

Adobe Premiere, GIMP, Audacity, MS office

Project management

Slack, Trello, agile, waterfall, google drive

Business

Lean canvas, planning, problem solving

Soft skills

Public presentation, hiring, effective communication, cooperation

Language

Czech (native speaker), English (proficient), French (elemental)

Education

2010 - 2018 - Christian Doppler Gymnasium

Ended with graduation. Final thesis on neural networks and image classification. [1] Other team projects include school web redesign [2], PR video [3]. Participated in many mathematical and programming competitions.

2018 - 2019 – Faculty of Information Technology, Czech Technical University in PragueDropped out after one semester. Only completed start-up course, which taught me essential knowledge how to start a small business.

2018 - now - Mathematics and Physics Faculty, Charles University

Bachelor's degree in software and data engineering. Notable activities include 2 term projects in game development. [4] [5] Attended Ludum Dare 44.

Professional experience

2018 - now - Evorsion co-founder and programmer

Independent game dev studio. Worked with game designer on 2 projects and graphic designer on single one. My responsibility is handling all programming and other technical stuff. Deployed website and domain specific email for only price of the domain.

2017 - 2019 - C# and Unity lecturer in TIB

Taught kids in age 13-16 basic programming. Learned to debug 10 projects at once. In Unity course we breifly touched 3D and then spend the rest of the year with custom 2D game, each of which was designed by one of the kids. The C# course also consisted of making games. We used WFA for Pacman, Flappy bird, 2D shooter, Snake and Tron.

Occasional contract work

My first contract was an educational game in Unity which taught players how to hold a PC mouse steadily and draw lines to complete levels. Then I did some casual web development.

2018 - 2020 - Scoutmaster

Completed basic leader certification. Most valuable skills learner are leadership, organization, basic economy and first aid.

Solo projects

StudentWork.cz [6]

Website dedicated for unexperienced students to get a first professional experience in their field. Competed in Startupper of the year 2019 by Total [7] and ended up as finalist. Website is written from scratch in PHP, design and writing done solo.

Fiala adventures

Mobile game published on Google Play [8]. Graphics, sound design and programming all done solo. The game was completed in one week-end.

Dots gravity [9]

Copied the whole game to add one feature I would like. Now you can change direction of gravity in Dots. Done solo under 10 hours.

Team projects

4Life [10]

2D rouge-like shooter where you need to collect all artefacts to get supremacy over the universe. My job was managing the team and programming.

CodeBrew hackathon

Second place in Stock market simulation. Elected as a team leader. Skills brought to the team includes SQL, C# and web design.

School website and propagational video

Brought my technical and presentation skills. Website later won first place at a national competition.

Interests

Scouting [11], entrepreneurship, game development, reading, behavioral psychology, yoga, hiking, traveling

Sources and links

- [0] https://www.linkedin.com/in/lukascaha
- [1] https://github.com/LukasCaha/GCHD_prace
- [2] https://gchd.cz/
- [3] https://www.youtube.com/watch?v=KXAlyj_ZFqU
- [4] http://evorsion.com/projects/4life/game.html
- [5] https://ldjam.com/events/ludum-dare/44/exploma
- [6] http://studentwork.cz/
- [7] https://www.youtube.com/watch?v=Qvz32a33fKo
- [8] https://play.google.com/store/apps/details?id=com.LukasCaha.FialaAdventures
- [9] http://evorsion.com/DotsGravity
- [10] http://evorsion.com/4life
- [11] https://dvoika.cz/sepie/