Martin Švanda

Programmer

/

Software developer

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Skills

Progressive:
Blender, Unreal Engine
Java, JavaScript, C++, C#
Microsoft Office 2021
PC - assembly and construction

Intestine:
HTML a CSS, XAML
Soldering printed circuit boards
Python, SQL, Linux, Docker,
Git

Grunt:
Terminal Git Bash, PowerShell, cmd
ZinserSoft, SolidWorks, AutoCAD, FreeCAD, SketchUp

Experiences

Speed4Trade GmbH / Backend programmer
June 2023 – June 2024, WEIDEN

At Speed4Trade I spent over a year programming and developing software solutions specifically tailored to the needs of our customers, both retailers and wholesalers. These customers sell their goods on platforms such as eBay and Amazon. Our software allows us to integrate accurate data from retailers' SQL databases into our own designed and managed web portal as well as Amazon and eBay listings. My main responsibilities included

- Integrating accurate data from SQL databases into web portals and platforms.
- Programming and development in Java and JavaScript.
- Using frameworks such as Spring and Spring Boot on the Tomcat server.

These activities gave me valuable knowledge and experience in developing custom software solutions for the e-commerce industry.

Kolping career assistance Tirschenreuth / Student Programmed
January 2023 - September 2023, TIRSCHENREUTH

I spent more than half a year at the technical school of the employment office, where I completed several courses. Then I got a job at Speed4Trade. However, being a realistic person, it was clear to me that the courses alone would not be enough, so I went to school and attended the BSZ Wiesau. My main subjects and skills are

- Java Programming
- JavaScript
- 3D Software (AutoCad, SolidWorks)

This education and courses gave me a solid foundation for my professional career in software development and 3D design.

Bergauer Regenerierung GmbH / programmer designer
July 2022 - December 2022, WALDSASSEN

Mr. Bergauer, a long-time family friend, asked me to help him modernize the production processes and systems in his company, which he had passed on to his nephew. He used my IT knowledge and experience to support the transition to modern technologies. My main tasks included

- Implementing new software solutions for production processes.
- Optimizing and automating production processes.
- Training employees in the use of the new systems.

After successfully completing the modernization, I was offered to stay with the company. However, since the main activity was the production of iron sheets and the programming was mainly limited to G-code for CNC machines, I decided to look for a challenge in a modern and technologically advanced environment.

Schott AG / Machine installation assistant
JUNE 2020 – JUNE 2022, MITTERTEICH

Although it was the most physically demanding job I have ever done in my life, Schott AG was a good employer for me for two years. I enjoyed the work thanks to the extensive background and the high quality of the introduction of new technologies. Unfortunately, I was confronted with the need for a formal German education. My Czech high school leaving certificate was not recognized by the IHK, so I did not meet the company's requirements for advancement. My main tasks and skills acquired included:

- PCB soldering and CNC milling.
- Operation of other programmable G-code machines.

This work gave me valuable practical experience and knowledge in various technical areas.

Educated

IU Distance Course Berlin / Software Developer
June 2024 ⇒ BACHELOR'S - DISTANCE STUDY
I study online at this university every day after work, just an hour or two. I already have all the publications and documents I need for the first semester. And I do some work that I found as recommended projects for students. I study English at this university. Technical texts are still much more understandable to me in English than in German or Czech.

BSZ Wiesau / Development of software applications
September 2024 ⇒ June 2024
Due to the fact that the IHK did not want to recognize my Czech secondary school diploma, I was told (by a professional employee of the employment office, an employee of the technical school and an employee of the IHK) that I "MUST" go to a German school and that there was no other option, a German university, which was not true and I lost a year of my life and a good job.
In my first weeks at BSZ Wiesau, I realized that this course was a mistake, because I knew literally everything that was taught there from my previous studies. Even the teachers found my knowledge to be equal in every subject and in some subjects like: B. programming I far surpassed them. Thanks to the persuasiveness of my three-day teacher, I tried to apply to college, where I was immediately accepted without the slightest problem..

CVUT Prague / Programming and robotics
September 2010 ⇒ January 2014, BACHELOR – INCOMPLETE
Unfortunately, while I am studying at the BUT in Prague at the Faculty of Electrical Engineering, Programming and Robotics, I did not study at this school due to my youthful imprudence.

ISŠ Cheb / IT technician
September 2005 – June 2010, A-levels
I attended high school with exceptionally good grades, which later enabled me to be admitted to one of the most difficult and prestigious universities in the Czech Republic and Europe.

Know

Language:

English -	fluent in speech and writing
German -	fluent in speech and writing
Czech -	Mother language

Certificates:

JavaScript algorithms and data structures
5 sections • 115 lectures • 50 hours. 22 m long

Get the Git Smart course: Learn Git in Unity, SourceTree, GitHub
5 sections • 38 lectures • 3 hours. 44 m long

Spring Boot 2.7 & Spring Framework 5.3: THE BASICS
11 section •53 Vorträge• 17 st. 23 m long

C++ Basics: Game Programming for Unreal Engine
5 sections • 86 lectures • 11 hours. 12 m long

HTML and CSS very short
4 sections • 73 lectures • 10 hours. 19 m long

And many others ....

Hobbies:

FPV drone	Build and fly
Computer	Compatibility, benchmark, bottleneck new technologies
Game development	UE5 Complete Creations (more than 40 hours per week for 2 years)
Driving license:	Group B passenger cars
	Pilot license - drone

Portfolio with samples of my work

I'm pleased to present a selection of my most exciting projects that I'm able to share publicly, excluding those covered by NDAs or other contractual agreements. What is 99% of my work in Java.

My ToDoList Application :

A simple C# task management application with a XAML user interface. Features include adding tasks with time limits, marking tasks as completed, and automatically updating task status. The app demonstrates skills in XAML development, task management logic, and user interface design. Built with GitHub integration for easy installation and deployment. Key features include adding tasks with descriptions and deadlines, displaying remaining time, marking tasks as complete, and automatic task status changes. This project demonstrates the ability to create practical, user-friendly applications for everyday task management needs.
Github Repository for ToDoApp

My Docker-Hosted Web Portfolio :

This project showcases a modern HTML, CSS, JavaScript, and Node.js web portfolio containerized with Docker. Key features include Dockerized web app for consistent deployment, custom Dockerfile and Docker Compose setup, Nginx reverse proxy configuration, multi-stage builds for optimized image size, and best practices for Docker security and efficiency. Demonstrates skills in web development, DevOps, and containerization, highlighting the ability to create portable, scalable web applications using Docker technology.
Github Repo for my Portfolio
My Emper(P)ortfolio (I Love Star Wars)

Two JavaScript projects :

Using p5.js for creative coding and algorithmic art: 1. Collaborative Starfield Warp: Real-time multi-user drawing canvas with WebSockets, demonstrating client-server JavaScript programming for synchronized visual experiences. 2. Voronoi Stippling Art Generator: Combines p5.js with d3.js's Delaunay triangulation to implement weighted Voronoi stippling in JavaScript. Creates point-based images using computational geometry, demonstrating advanced algorithmic art techniques. Both projects demonstrate proficiency in JavaScript, interactive graphics programming, and the creative application of mathematical concepts to web-based visual art.
Code on Github
Picture Stippling with with cursor force reaction
Warping starfield

GitHub