

# Jan Zamostny

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## 👤 About Me

Motivated software developer with a strong foundation in C/C++, iterative and object-oriented programming, and a deep interest in embedded systems and low-level development. Experienced in algorithms, data structures, and performance-oriented design through academic projects focused on optimization and efficiency. Familiar with ARM architecture, Linux, and hardware-level concepts gained from coursework and hands-on experimentation. Eager to apply and expand my skills in developing and testing embedded drivers and software layers for real-world systems.

## 🏫 Education

**VSB - Technical University of Ostrava, Faculty of Electrical Engineering and Computer Science** Sep 2024 - Present

Bachelor, Computer Science (Current WSA: 94.98)

- **Coursework:**

- Donkey Kong in JavaFX
- Tetris in C and SDL2

**SPSE Havírov | High School of Electrical Engineering in Havírov**

Sep 2020 - Aug 2024

EQF: 4, Computer Science

- **Achievements:** Graduated at the top of my class with straight A's in the profiled part; scored 76.00 in both Math and Czech Language and Literature in the common part. Profiled part included: Hardware, Czech Language and Literature, and Practical Exam.

## 💼 Experience

**SHOWMORE | Frontend Web Apps Developer**

Jul 2024 - Oct 2024

- Developed web applications using NextJS, TypeScript, and TailwindCSS, collaborating with tools like Git, Storybook, Vercel, Sanity, and Figma to enhance user experience and streamline development processes.
- Contributed significantly to projects for SolidSun and Sype.to, improving user experience and performance.
- Collaborated effectively with the team, solving complex problems through research and analysis to achieve project goals.

**Blackfish.co | Frontend Web Apps Developer**

Jun 2023 - Dec 2023

- Built web applications using Next.js, TypeScript, and Tailwind CSS, leveraging Git, Storybook, Vercel, Sanity, and Figma for efficient development workflows.
- Developed major components of web applications for Czechoslovak Group and Skladon, delivering robust, scalable solutions tailored to client needs.
- Fostered team collaboration, applied problem-solving skills, and conducted research to improve project outcomes and efficiency.

**NAM system | Internship**

Apr 2023 - May 2023

- Diagnosed and repaired computer hardware for stable performance.
- Conducted hardware testing and troubleshooting to verify the functionality of electronic components.

## Skills

### Hard Skills

- **Low-Level Programming:** C, C++, x86\_64 NASM, ARM microprocessor programming, FPGA Xilinx, VHDL, CUDA, SDL2, JAVA
- **High-Level Programming:** TypeScript, JavaScript, PHP, Haskell, SQL
- **Web Development:** React.js, Next.js, Tailwindcss, HTML5, CSS3, Storybook, Vercel, Sanity
- **Tools & Technologies:** Git, GitHub, Linux, Windows Servers, Cisco Technologies, Autodesk Inventor, SolidWorks, 3D Modeling, 3D Printing, MS Office, Orientation in Documentation
- **Driver's license:** Category B, ~30000km/year

### Soft Skills:

- **Problem-Solving:** Strong analytical thinking, debugging expertise, and methodical approach to troubleshooting, particularly in low-level programming and game development.
- **Quick Learning:** Ability to rapidly grasp new technologies and concepts, reinforced by tutoring peers and self-teaching new frameworks and languages.
- **Work Organization:** Effective planning and task management, crucial for balancing multiple projects and academic responsibilities.
- **Effective Communication:** Experience in explaining complex technical concepts, assisting peers, and writing clean, maintainable code.
- **Collaboration and Adaptability:** Worked efficiently in team environments, adapting to different workflows, tools, and development methodologies.
- **Research and Documentation:** Strong ability to navigate technical documentation and research solutions, especially in hardware and networking-related topics.

### Certificates:

- **Cambridge English:** Advanced (CAE) - C2

## Languages

English (C2), Czech (Mother tongue)