

# Jan Zamostny

☎ +420-603-762-712    ✉ jan.zamostny04@gmail.com    🔗 <https://www.linkedin.com/in/zamostny-jan/>

## About Me

Motivated Software developer with a solid background in Web apps development and keen interest in C/C++ engineering. Practical experience with developing web applications in Next.js, TypeScript and Tailwindcss with major contribution to significant projects for companies like Czechoslovak Group and Skladon. Demonstrated technical proficiency through a successful semester project developing a game in C, highlighting strong problem-solving skills. Eager to learn new technologies and leverage C/C++ expertise and creativity to drive innovative software development projects.

## Education

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

Bachelor, Computer Science (Current WSA: 93.84)

- **Coursework:** 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 Syype.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
- **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.

## Projects

### Tetris Clone

Sep 2024 - Dec 2024

- Gained hands-on experience with game loops, user input handling, and rendering graphics.
- Learned the fundamentals of the SDL2 library and deepened my C programming skills.
- Implemented collision detection algorithms and effectively managed game boundaries.
- Focused on writing efficient, maintainable, and reusable code.
- Strengthened debugging and problem-solving skills.

### Library Management System (Software Engineering Course)

Feb 2025 - Apr 2025

- Designed a pseudo library management system, applying software development lifecycle principles.
- Created UML diagrams and pseudocode to model system architecture and processes.
- Developed skills in requirements analysis, documentation, and team collaboration.

### Custom Markup Language Component Generator (C++ Project)

April 2025 - May 2025

- Developing a component generator for a custom HTML-like markup language.
- Implementing parsing, generation, and rendering of components to support flexible UI design.
- Applying object-oriented design patterns and modular code architecture in C++.

### Multi-List MergeSort Implementation (Algorithm Course)

April 2025

- Implemented an efficient MergeSort algorithm to merge multiple sorted lists.
- Focused on algorithm optimization and complexity reduction.
- Enhanced understanding of sorting techniques and data structure management in C++.

## **A ✳** Languages

English (C1), Czech (Mother tongue)