

Jakub Mičuda

Curriculum vitae

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Education

2014–2017 **(Unfinished) Bachelor's degree, Masaryk University, The Faculty of Informatics, Brno.**

University provides general IT knowledge, focused mainly on teaching problem solving and algorithmic thinking so absolvents would get into new technologies and programming languages in short amount of time

Experience

September 2019–present **.NET, C#, Developer, SolarWinds, Brno.**

Im a full-stack developer in the company working with wide range of technologies from databases, backend to frontend and deployment structure throughout cloud and on premise products. Im also a partial scrum master.

My Experience:

- C# .NET backend, development of WebAPIs, .NET Core microservices with kestrel, or standard .NET Framework features on older products
- Angular, development of frontend features and views with tests and e2e using protractor or cypress
- React, development of newer frontend features
- Writing and maintaining GraphQL endpoints on node.js server
- C# ASP.NET, maintenance of older aspnet pages
- MySQL, MSSQL, developing or maintaining databases on cloud and onpremise products
- Docker, Kubernetes, working with containers and clusters on cloud products
- TeamCity, using and writing build configurations using kotlin dsl
- Jira, Confluence, as a partial scrum master using these tools for maximizing productivity in team

October 2017– September 2019 **ASP.NET, C#, Web developer, EASIT s.r.o, Brno.**
My job is to create, maintain and expand casino products of the company. We make high availability products and online casino solutions for a few big customers, like Tipos for example. Players can bet and win real money, which means our products have to be reliable, maintainable, and also carefully written, since there are many hazard certification restrictions. Our team has around 15 members and we fully work in scrum as agile team.

My work so far:

- Expanding internal system for customer statistics
- developing unified money pocket system for Tipos
- developing game logic for new generation of scratch card games with database and API
- small modifications to current web solutions
- developing management systems for administration

Tools used:

- ASP.NET, WebForms
- SQL Management Studio
- Visual Studio
- IIS Manager
- Team Foundation Server
- Fiddler
- Jira

June 2016– October 2017 **Unity 3D, C#, Game developer, Stonehenge Games, Brno.**
Responsibility for developing and maintaining game *Royal Slots Journey* (link) in small team of 3 developers. It is a mobile game with lot of individual slot machines and bonus mini games. Since our team was not specifically structured in any way, I did everything that was needed. From optimizing the core, to animating effects.

My Jobs:

- Animating visual elements of the game
- developing specific features (e. g. Quest System in the game)
- tools such as machine simulator (tool for testing probabilities of individual slots)
- individual slots with bonus mini games (e. g. pinball).

Tools used:

- Unity 3D game engine
- C# .NET
- Visual Studio

Languages

Slovak Mother tongue
Czech Fluent
English Fluent
Russian Basics

Programming languages

C# ★★★★★
Typescript ★★★★★

Javascript	★★★★★
HTML/CSS	★★★★★
SQL	★★★★★
Dart	★★★★★
C/C++	★★★★★
Java	★★★★★
Lua	★★★★★
Bash	★★★★★

OS preferences

Windows	★★★★★
Linux	★★★★★
Mac	★★★★★

(My favorite distribution is Ubuntu)

Code editor preferences

JetBrains	★★★★★
VS Code	★★★★★
Visual Studio	★★★★★
Notepad++	★★★★★
Qt Creator	★★★★★

Projects

- C#
 - *Job Scheduler (2017) - Link to sources*
 - *School project focused on advanced understanding of the language. Designing working structure based on existing one, threading etc. Application had to schedule several tasks from user input using priority queue. Also there was needed implementation of those jobs (contrast/brightness changing on the picture and made-up sort algorithm using threads for sorting)*
 - *GPS Viewer (2017) - Link to sources*
 - *School project focused on parsing data, regular expressions and streams. Application should have parsed real GPS data from several formats and save them as a picture of the route.*
 - *Space Miner (2016) - Link to sources*
 - *School project made in Unity 3D. Game is focused on infinite universe generation. I made it in 2 days.*
 - *Tournament Web Application (2015) (unfinished)*
 - *Project was being made in ASP .NET MVC. It should have contained tournament information, generate matches and so on. I did not finish it unfortunately.*

- C++
 - *Barcode encoding (2015) - [Link to sources](#)*
 - *School project. Application parsed input data and correctly encoded them into barcode and exported in SVG format.*
 - *Simple Bank System (2015) - [Link to sources](#)*
 - *School project. Console application simulating simple bank system. Project was focused on understanding OOP principles.*
 - *Flood Fill (2015) - [Link to sources](#)*
 - *School project. Implementation of flood fill algorithm.*
- C
 - *Implementation of grep function from bash (2015) - [Link to sources](#)*
 - *School project. Application had some set of commands and user could find files or directories in file system.*
- Lua
 - *Mod for the PC game Civilization 6 (2017) - [Link to mod](#) - [Link to sources](#)*
 - *It was pretty popular, being in most popular mods for couple of months*

Interests

- Technical New technologies, programming, creating new things, computer games
- Non-technical Meeting with friends in pub, board games, tennis, movies, personal development, browsing internet, reading news, travelling.