

Jakub Mičuda

Curriculum vitae

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Education

2014–2017 **(Interrupted) 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

June **Unity 3D, C#, Game developer, Stonehenge Games, Brno.**
2016–August 2017 Responsibility for developing and maintaining game *Royal Slots Journey* (link) in small team of 3 developers. It's 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# ★★★★★
C/C++ ★★★★★
Java ★★★★★

HTML/CSS ★★★★★

Lua ★★★★★

Bash ★★★★★

OS preferences

Windows ★★★★★

Linux ★★★★★

(My favorite distribution is Ubuntu)

Mac ★★★★★

Code editor preferences

Visual Studio ★★★★★

Qt Creator ★★★★★

Notepad++ ★★★★★

Netbeans ★★★★★

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 just 3 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 didnt 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
 - o *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

- o *Mod for the PC game Civilization 6 (2017) - [Link to sources](#)*

Computer skills

Programs SourceTree, Word, Excel, Visual Studio, Qt Creator, Photoshop, Unity 3D, Netbeans

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.