Bc. Jan Kleprlík

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ABOUT ME

I am currently pursuing a master's degree in software systems at Charles University, Prague. I am knowledgeable about algorithms, data structures, and various design patterns. I can efficiently modify and adapt known algorithms to solve unfamiliar problems. As I think understanding goes miles further than memorizing. I have demonstrated my ability to learn new technologies repeatedly in multiple hackathons where I placed at the top positions, both as a team member and as an individual.

EDUCATION

Charles University – Faculty of Mathematics and Physics Sep. 2021 – Present
Master's in Computer Science – Software Systems

Charles University – Faculty of Mathematics and Physics Aug. 2018 – Sep. 2021
Bachelor's in Computer Science – Software Engineering

EXPERIENCE

NetGlade Nov. 2021 – Present

- C# backend developer.
- I helped to transfer the code architecture on multiple modules making them much more organized effectively lowering the time needed to understand the codebase.

Instructor at Charles University Aug. 2021 – Present

- Instructor of algorithms and programming in python.

ProSpolužáky.cz Jul. 2017 – Dec. 2020

- I was accountable for content creation of math textbooks for high school students now used by over **240 schools** and **30 000 students** across Czechia and Slovakia.

Launch 2021 **2nd** place

- Contest organized by the global UWP community. My application *Yöti* placed second in the multiplatform category.

UnIT Challenge (2020 & 2022) – Hackathon **Two times 1st** place

- 2022 - Stability assurance and failure prediction of IoT devices.
- 2020 - Mobile application mediating communication throughout the company.

BEST Hack Day – Hackathon **3rd** place

- Visualisation and transformation of lidar data obtained from autonomus cars into human readable form.

PROJECTS

Yöti C#

- Multiplatform music recognition application implemented with emphasis on unified logical and visual representation using *UnoPlatform* including the recognition algorithm itself.

Audio Visualiser C++

- Real-time audio visualiser implemented using the *SFML* library.

Mathletics Python

- Activity sport tracker developed as a team project in *Matfyz Developer Student Club*.
- Used by over **300 students** at the Faculty of Mathematics and Physics, Charles University.

ShuffleUs Kotlin

- Android application used for generating random groups of players in defined intervals.
- The motivation is to shuffle the groups when the time runs out so the people talk to everyone throughout the evening.