



# Ľubomír Ohman

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## EDUCATION

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**Master in Artificial Intelligence** at Charles University in Prague. Oct 2016 – Present

**Bachelor in Computer Science** at Charles University in Prague. Oct 2013 – Sep 2016

Spent a semester at University of Padua as an **Erasmus** student. Mar 2017 – Jul 2017

## WORK EXPERIENCE

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**C# developer** at Eplan Solutions from August 2016 to February 2017.

- Program dedicated to design the wire harnesses in 3D environment using C#, TFS.

**Junior Java developer** at Unicorn Solutions from July 2015 to September 2015.

- Participated in development of internal Information System using Java, Ruby.

## OPEN-SOURCE PORTFOLIO

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**Fruitons**, an online multiplayer turn-based game created by the team of 4 people I lead.

- Source on [Bitbucket](#), using Unity, C#, Haxe, Java, Tomcat, Artifactory, Bamboo, Jira.

**Heist (in progress)**, the program for my Master's thesis.

- Security objects modeling and moving inside, AI, source at [Github](#), using C#, Unity.

**Artificial Intelligence for Hearthstone**, my [BSc thesis](#), used Python, Neural Nets, PyBrain.

**Shared economy application** with [Android client](#) and Java [Server](#) using Spring.

**Small Unity games** called [Hungry birds](#) and [Lopt](#),

## TECHNICAL SKILLS

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- Highly skilled in C#, Java and Python on both commercial and university levels.
- University experience with Haxe, C++, Pascal, Matlab, XML technologies, HTML, CSS, SQL, UML, Haskell, Prolog, Artifactory, Bamboo and Tomcat.
- Knowledgeable in Ruby, Javascript, JQuery, Bootstrap, CSS, Mongo DB.
- Familiar with Windows, Linux, Android, TCP/IP.
- Team tools: SCRUM, JIRA, TFS, Git, Slack, Microsoft Teams, Jabber.

## PERSONAL

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- Convinced that critical and analytical mind is more important than any specific technology.
- Developing games in my spare time.