Ľubomír Ohman

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EDUCATION

**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

**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

[**Fruitons**](http://prak.mff.cuni.cz:8050/fruiton/), an online multiplayer turn-based game created by the team of 4 people I lead.

* Source on [Bitbucket](http://prak.mff.cuni.cz:7990/), 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](https://github.com/Kerzak1408/SecurityGame), using C#, Unity.

**Artificial Intelligence for Hearthstone,** my [BSc thesis](https://github.com/Kerzak1408/HearthstoneAI), used Python, Neural Nets, PyBrain.

**Shared economy application** with[Android client](https://github.com/Kerzak1408/cook_for_me_client) and Java [Server](https://github.com/Kerzak1408/cook_for_me_server) using Spring.

**Small Unity games** called[Hungry birds](https://github.com/Kerzak1408/Hungry-Birds) and [Lopt](https://github.com/Kerzak1408/Lopt),

TECHNICAL SKILLS

* 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

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