

# DAVID HRUŠKA

IT Software Developer 

31 years old



C#

.NET

Blazor

Godot

MSSQL

MongoDB

## Personal Information

Hello! 😊

My name is David, and I am a seasoned developer with over 15 years of programming experience. I have a strong passion for C# and the entire .NET ecosystem, which I've made my primary choice for solving a wide range of problems and building solutions.

I'm always looking to grow — exploring new technologies, reading industry articles, and watching tech-focused videos.

Outside of coding, I enjoy sports and social activities. From Frisbee and netball to team events like laser tag, escape rooms, and pub gatherings, I like staying active and connecting with others. Still, sometimes I'm perfectly happy just relaxing on the couch and

watching movies or playing games.

## Contact



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## Technologies

Area	Technology	Experience (In years)	Notes
Operating Systems	Windows Linux	15+	Windows for daily use; I also explore Linux out of curiosity.

Area	Technology	Experience (In years)	Notes
Analysis & Design	Documentation Application Design Photoshop	4	Designing new features and analyzing issues and defects.
Project Control	JIRA Confluence Plus4U	10+	Project and collaboration tools supporting successful delivery.
Code Flow	GIT SVN DevOps CI/CD	10+	Started with SVN, moved to Git. Using Azure DevOps CI/CD pipelines on projects.
Databases	MongoDB EntityFramework NHibernate MySQL SQLite RealmDB ACCESS	15+	Databases I've worked with—most commonly MongoDB and SQL Server (Entity Framework).
Programming Languages	C# C/C++ Java LUA Python	15+	C# has been my favourite since early on. I've also worked with Java and Python, and spent a few years improving private World of Warcraft servers.

Area	Technology	Experience (In years)	Notes
Web Technologies	ASP.NET MVC ASP.NET API Blazor    HTML CSS (SASS) JavaScript JQuery	10+	I've worked with many web technologies in the .NET ecosystem. I also write JavaScript by hand and prefer SASS over plain CSS.
Mobile Technologies	Xamarin    MAUI Avalonia	10+	I've also done mobile development across what .NET offers.
Game Technologies	Godot    Unity3D TrinityCore	15+	I've gained extensive experience in game development—early on with a World of Warcraft emulator; now I'm an avid Godot user.
Other	JSON    XML WPF    WinForms Micro-controllers IoT    AI	15+	I also know some "older" technologies like WPF and Windows Forms. My curiosity led me to IoT and, together with game development, to designing AI characters.

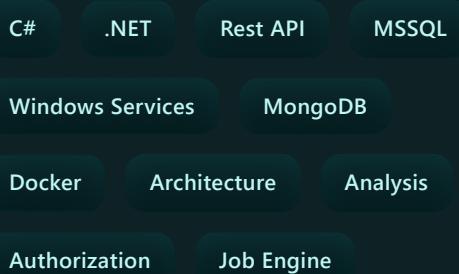
Area	Technology	Experience (In years)	Notes
Currently Learning	AI Godot Cubernetes Docker	15+	Always learning.

## Contracted projects

### Globus

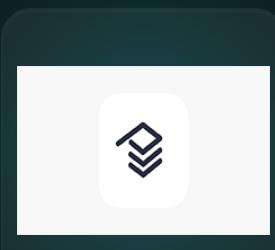
Long-term engagement delivering features for backend platforms powering products, coupons, shopping lists, and image assets.

- Client communication and business analysis
- End-to-end feature delivery and maintenance
- Ownership of the central authorization system



## Peyvee

Development of a mobile Android application in Xamarin.Forms.



- Implemented with Xamarin.Forms
- Regular client communication and continuous delivery
- Integrations with map layers and the Android SDK

C#

.NET

Xamarin

RealmDB

Mobile

Android

## KODYS

Long-term work for industrial clients such as Vítkovice Steel and Plzeňský Prazdroj.

- Automation of industrial processes for brewery and foundry operations
- Internal website for reporting and project oversight
- New features for a warehouse application in a healthcare company



.NET

C#

Rest API

MSSQL

SQLite

ASP.NET MVC

IoT

Automation

## KENDAXA Development

Machine-learning project for legal documents (primarily debtor cases): configuring document zones and automated text extraction.



- Recognition and OCR of scanned or handwritten legal documents
- ML models and tooling for data extraction
- Post-processing and validation/correction of extracted data

.NET

C#

Tools

AI

Legal Documents

Machine Learning

## Penzijní Společnost České Pojišťovny

Development of a modular internal application for concluding pension contracts.

- Core application for employees working with pension systems
- Anti-money-laundering (AML) module
- Technical support and bug fixing



.NET

C#

WPF

AML

Tools

Internal System

## Česká Spořitelna

Long-term project developing a multi-module internal application for bank loan origination.



- Work on loan-debt consolidation processing tens of millions of CZK per day
- Complete rewrite of automated tests and coverage of key use cases
- Consolidation user-interface module

.NET

C#

Web API

ASP.NET MVC

HTML

CSS

## Česká Pojišťovna

Member of the “New Technologies” team with room to design and deliver new systems.

- Designed and built a tablet application from scratch for agricultural claims handling
- Administration of a property-claims application
- Both apps supported field workers by downloading and calculating data for claim forms
- Responsible for a new version of the JobEngine handling critical internal batch tasks (risk and loan recalculations)

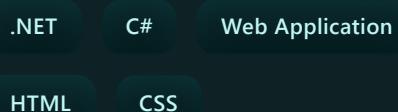




## XACTI

Project promoting on-demand house-cleaning services.

- Focus on U.S. and Canadian customers
- Scheduling affordable home/flat cleaning
- Responsibility for the Digital Signature module



## HSI

Enhancements and support for a modular mapping solution built on Bentley technology.

- Configuration of map layers
- Extending modules based on client requirements
- Internal application for managing configuration



HTML

CSS

Windows Forms

## World of Warcraft projects

Contributions to several private servers and to the main community repository.



- Server-side improvements: game logic, quests, encounters
- Faithful emulation of Blizzard servers to deliver quality gameplay
- Led a 15-member team to launch the Cataclysm expansion live
- Notable work on Ulduar bosses: Freya, Hodir, Assembly of Iron, and Auriaya

C/C++

MySQL

LUA

Gaming

## Hobby projects

### Laser Tag Arena

One of hobby projects focuses on real-time single and multi player game over SignalR connections.

Crafted with care, players can choose maps and gaming style to conquer other players and teams.

- Single and Multi player.
- Different game style and map settings.
- Modern UI.
- Planned possibility to host own LAN servers.
- Planned achievements.



C#

.NET

Godot

Gaming

Multi-player

SignalR

## Magic Cards Game

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Godot

Gaming

## Travian Warcraft Game

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Multi-player

SignalR