



# ING. MARKO KUNDRÁK

Custom Software Engineer

## Contact



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10.12.1997

## Education

### Master's degree in Informatics and Electrical engineering

Technical University of Košice

2017-2022

Letná 9, 040 01, Košice

### Graduation with a high school diploma

Secondary School of Electrical Engineering in Košice - Technical Lyceum

2013-2017

Komenského 2, 040 01 Košice

## Technical Skills

Lua	● ● ● ○
Roblox Studio	● ● ● ○
Python	● ● ○ ○
JavaScript	● ● ○ ○
Git	● ● ○ ○
HTML	● ● ○ ○
CSS	● ● ○ ○
Azure/AWS	● ● ○ ○

## Academic Experience

### Master's Thesis - Automated data collection using UAV

Technical University of Košice

May 2022

- Developing both the software and hardware part of the UAV model
- Collection of a large volume of data from the microphone and camera in real time
- Identification of students and their emotions during lectures
- Saving data in the database and displaying them in the web application
- Using graph and tabular representation of data in real time
- **Tech.** - C, JavaScript, Python, Arduino, Firebase, CSS, HTML

### Bachelor Thesis - Smart Thermometer

Technical University of Košice

May 2020

- Responsive cross-platform application for monitoring air temperature and humidity
- **Tech.** - JavaScript, HTML, CSS, C, Firebase, Apache Cordova, Arduino, NodeMCU

### Semestral project - Smart Home Model

Technical Lyceum

February 2017

- Web application for controlling and monitoring various sensors and electrical devices of smart house model
- **Tech.** - PHP, HTML, CSS, MySQL, JavaScript, phpMyAdmin, Arduino, Ethernet Shield, PIR Motion sensor, Touch sensor, Step/Servo motor, RFID, Buzzer, LCD Display, Temperature and Humidity sensor

## Language

Slovak

English



## Soft Skills

- Enthusiastic about continuous learning and adept at quickly mastering new technologies
- Experience with project management, including planning, executing and closing projects efficiently
- Experienced in working in scrum environments, conducting code reviews, and documenting processes and solutions

# Professional Experience

## Accenture - Full Remote

### Mixy2 - The Intelligent Bartender

May 2021 - May 2022

- I was responsible for a software part of Mixy2 which I developed using Python and AWS Services
- Client request for this "bartender" was to be controllable by voice and able to communicate with user while ordering drink, to recognize user's face and sentiment and finally store all possible data to the database in order to create statistics
- **Tech.** - Python, AWS DynamoDB, Lambda, Rekognition, S3, IoT, Alexa Skills Kit, Git

### CPG Metaverse in Roblox

Feb 2022 - April 2022

- We created a simple Roblox experience where the process of making healthy food was captured
- My task was the creation of Point&Level system which includes datastores, responsive GUI, NPC's Dialogs, Animating and moving objects using tween services
- **Tech.** - Roblox Studio, Lua, Trello, Mural

### Prada - Virtual Fashion

Aug 2022 - Sep 2022

- Create and develop virtual try-on clothes application
- Explore the state-of-art technologies in terms of XR and virtual fashion
- Design solution and develop application for user's figure detection and display virtual clothes on it
- **Tech.** - SparkAR, Unity, LensStudio, Git

### ChangiVerse PoC

Sep 2022 - Nov 2022

- A tender was announced by client from Singapore, specifically Changi Airport, who wanted to create their own metaverse in Roblox for the purpose of attracting new people to the airport premises
- As the only developer with minimal experience in Roblox, I worked with five 3d artists and we managed to create a digital copy of the main part of the airport called Jewel
- I had to teach not only myself but also 3d artists who had never worked with Roblox and Lua before, we managed to create identical spaces with a simple racetrack, digital twin of night light show, cycle of day and night, waterfall, background music for each areas, custom animated characters with dialogues and multiple GUIs, etc.
- I managed to win this tender and get a new client for Accenture
- This experience after it's success later grew into the MVP phase
- **Tech.** - Roblox Studio, Lua, Trello, Mural

### ChangiVerse MVP

Dec 2022 - Dec 2023

- My task was to design and develop Roblox experience containing all iconic gaming and visual elements from real Changi Airport and additional gamification as described by client during daily meetings
- Working solely on plane configurator, flying functionality, importing and publishing UGCs, sounds, lights, badges, go-kart racing functionality, collectables, control tower, points and level system, game analytics, etc
- Communicating daily with client and delivery lead in order to create correct tasks for the team
- **Game** - <https://www.roblox.com/games/11576508871/ChangiVerse> (~9m visits)
- **Video** - <https://www.youtube.com/watch?v=7GbKJ8GIFy4>
- **Tech.** - Roblox Studio, Lua, Trello, Mural

**Virtual Office in Roblox**

Nov 2022 - Jan 2023

- Developing Roblox experience for new joiners which includes a digital copy of the Client Innovation Studio in Slovakia and various gaming and educational elements
- Working as a team leader and scrum master
- **Tech.** - Roblox Studio, Lua, Microsoft Whiteboard, Azure DevOps, Git

**Carnival in Roblox**

Nov 2023 - Jan 2024

- Working as a team leader and scrum master
- Leading a 10+ member team of developers and 3d artists
- Communicating with client on daily basis
- Developing Roblox experience with identical environment based on visuals of Carnival Sun Princess cruise ship and additional gamification elements
- **Tech.** - Roblox Studio, Lua, Azure DevOps, Git, Mural

**AMF - Accenture Metaverse Framework**

Jan 2024 - June 2024

- Working as a DevOps engineer on creating and populating new Verdaccio feed for Unity and Unreal packages to be later harvested by developers
- Developing an Azure pipeline to automatically clone packages from AMF application to our container registry
- Maintaining existing and adding new APIs to share data between JavaScript application and pipeline in YAML scripted in PowerShell
- **Tech.** - Azure DevOps, PowerShell, Visual Studio, YAML, Docker

**ATA - Accenture Talent Assistant**

June 2024 - Present

- Analyzing and optimizing existing code base in Python and Vanilla JavaScript using Pylint, Autopep8, Black and ESLint
- Indexing data from different files and convert them to structured .txt files to later serve as prompts for ChatGPT API
- Adding new features to existing JavaScript application
- **Tech.** - Python, JavaScript, CSS, HTML, Bootstrap, Swagger, OpenAPI