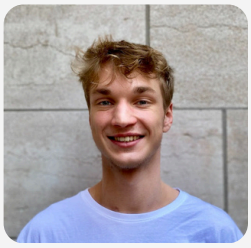

MATEJ **PALAS**

Software Engineering Student

+45 91 97 71 15
matej.palas954@gmail.com
Kamtjatka 7, Horsens 8700, Denmark
linkedin.com/in/matej-palas
martman954.github.io/portfolio-website

SUMMARY

Curious and enthusiastic Software Engineering student in his 4th semester, who is willing to learn and is looking to put his skills and expertise into practice. A Full-Stack developer with a wide range of strong analytical skills, extensive experience in Data & AI and distributed systems, proficient in both back-end and front-end technologies, complemented by DevOps expertise for efficient deployment and infrastructure management. I consider myself a team-player with who highly values collaboration and a structured work environment.

TECHNICAL SKILLS

- **Java Technologies:**
  - Spring framework
  - gRPC service
  - RabbitMQ
- **Python Technologies:**
  - FastAPI
  - Jupyter Notebooks
  - Data Analysis, data pipelines
  - Machine Learning (Classification & Regression model training)
- **JavaScript**
  - React & Typescript
  - Angular
- **Web Development:**
  - C# Blazor
  - HTML, CSS, Tailwind
- **Database Technologies:**
  - PostgreSQL
  - MongoDB
  - Entity Framework Core (EFC)
- **C# Technologies:**
  - .NET RESTful Web APIs
- **Embedded Systems with C & C++:**
  - ATMega2560

EDUCATION

VIA University College

Software Engineering **2023 - *Present***

- Problem Based learning methodology and working in a team environment.

Project development

- Construction of UML class diagrams, domain model, sequence diagram
- Agile application: Scrum in combination with Unified Process in the project work
- Design patterns and principles, including SOLID, resulting in a maintainable and extendable software system

Secondary School of Electrical Engineering

Information and Network Technologies **2018 - 2022**

Foundational knowledge in both general education and specialized subjects, including:

- Computer networks
- Robotics
- Cybersecurity
- Technical graphics (vector and raster)
- 3D printing
- Electrical engineering and electronics
- Computer hardware
- Programming in Python and C
- Website development

- **DevOps & Cloud:**
  - CI/CD Pipelines (GitHub Actions)
  - Azure, Azure
  - Docker
  - Kubernetes

- **Design & UI/UX:**
  - Photoshop
  - Figma
  - Canva

- **Game Development:**
  - Unity (2D & 3D)

- **3D Modeling & Animation:**
  - Blender3D

WORKING EXPERIENCE

Warehouse work - REMA Distribution Danmark A/S Horsens, Denmark
2023 - Present

Bartending – Celtica Irish Pub Brussels, Belgium
2022 – 2023

CERTIFICATIONS

- IELTS English Academic Certificate (C1)
- B2 driving license
- Erasmus Youth Exchange: Impact Your Legacy Larache, Morocco

HOBBIES

Beside my studies I enjoy *indoor climbing* as a way of refreshing the mind, which has often helped me come up with new ideas and solutions. I also take interest in *Game Development* in my spare time with Unity 2D and 3D, where I can express my creative thoughts.

PORTFOLIO

Plant & Go - IoT Greenhouse
4th Semester Project - In Progress

A remote-controlled green house that houses several plants and automatically waters them while collecting data about plants' environment

Planned Technology:
- Python FastAPI, Mosquitto
- Arduino ATMega 2560
- React, mongoDB Database,
- Docker containers, Kubernetes
- Version Control: Git, GitHub

EatWise - Food Collection system
3rd Semester Project

The system enables businesses to sell surplus food at discounted prices to customers, effectively reducing food waste while offering affordable meals.

Technology used:
- 3-tier architecture
- Java SpringBoot, RESTful API, gRPC
- C# Blazor WebAssembly, mongoDB Database, Microsoft Azure Blob Storage
- JWT and Spring Security for authorization and authentification
- Version Control: Git, GitHub, GitDesktop

BidHub - Auction system
2nd Semester Project

Users either sell an item or participate in an auction by bidding on one. All this depending on the role they assumed in this interaction.

Technology used:
- Simple client-server architecture
- JavaFX, Bootstrap, JavaScript & CSS,
- PostgreSQL database
- Version Control: Git, GitHub, GitDesktop
- Utilization of SOLID and OOP principles