

# MATEJ BURŠÍK

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## SUMMARY

A Software developer and problem solver interested in AI development, data science, and application development. Currently seeking an entry-level position where I can contribute to innovative projects and grow as a developer.

## EXPERIENCE

### AI Research Developer Intern

*Materialise Motion (Paal)*

24 Feb 2025 - 23 May 2025

- Successfully developed a proof-of-concept workflows that automates the detection of the rearfoot angle from video images
- Researched viability of using a pre-trained model (Detectron2) or creating a custom model using PyTorch in Python
- Build a test application using Streamlit to demonstrate the workflows and to showcase the results

## PROJECTS

### Earthquake Data Hosting

- A Java web application deployed using Docker meant for hosting earthquake dataset found on Kaggle
- The user can upload the dataset using a CSV file, input data manually, and inspect the hosted data

### Terrain Generator

- A Perlin noise generator made in Rust and visualized using OpenGL
- Implemented also simple game features like movement and rotation

### DFS Maze generation

- A maze generator using a randomized DFS algorithm to carve out a maze from a grid of cells
- Written using Python

## EDUCATION

### Bachelor of Applied Computer Science

Sep 2022 - Aug 2025

*Thomas More University of Applied Sciences (Geel)*

- Courses focused mostly on Web application development and deployment, Data science, AI development, and Soft skills

## SKILLS

**Languages** English (C1), Slovak (C1), German (B1)

**Technical Skills** AI Development, Data Analysis, Data Science, Web Application Development

**Tools/Frameworks** Python (Pandas, PyTorch, Scikit-learn, Plotly), Java (Spring Boot), SQL, Docker

## CERTIFICATES

### Comprehensive programming in R course

Feb 2025

- In-depth overview of the R programming environment and programming mathematical models and simple simulations. Certificate of completion was obtained on udemy.com.