

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

24 Feb 2025 - 23 May 2025

Materialise Motion (Paal)

- 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.