Martin MESSERSCHMIDT
Software Engineer | Academic

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🎓 EDUCATION

2021 2016	Faculty of Electrical Engineering and Informatics, 9.2.4 COMPUTER ENGINEERING, Technical University in Košice, Slovak Republic › Studied computer networks. › Took courses on software development. › Academically focused on Biometrics and Machine Learning. › Published two papers and a master's thesis on Biometrics during the study. › Finished with an engineering degree in 2021. `C#` `C` `Biometrics` `LaTeX` `Java` `Python` `VHDL` `Neural Networks` `Machine Learning`
2016 2012	Stredná Odborná Škola Drevárska, COMPUTER NETWORKING, Slovak Republic › Studied computer networks in secondary school. › Took CISCO courses. › Took an electrician's course and gained a certificate of professional competence. `CISCO` `VLAN Routing` `HTML` `CSS` `SQL`

📖 PUBLICATIONS

2020	M. Messerschmidt and M. Pleva, "Advanced Biometric Systems Utilizing Neural Networks in Identity Evaluation," 2020 18th International Conference on Emerging eLearning Technologies and Applications (ICETA), 2020, pp. 458-463, doi : 10.1109/ICETA51985.2020.9379194.
2019	M. Messerschmidt and M. Pleva, "Biometric Systems Utilizing Neural Networks in the Authentication for E-learning Platforms," 2019 17th International Conference on Emerging eLearning Technologies and Applications (ICETA), 2019, pp. 518-523, doi : 10.1109/ICETA48886.2019.9040132.

💼 PROFESSIONAL EXPERIENCE

Current
 April 2019
	Full Stack Android Application Developer, INLOGIC SOFTWARE, Kosice, Slovakia
	 › Developed and finalized two small-scale projects from scratch.
	 › Currently working as technical lead on a large-scale online-only multi-platform application.
	    › Designed and developed the front-end UI solution as well as scalable back-end solution.
	    › Designed and developed a scalable back-end system using PlayFab and Firebase.
	    › Engineered a user interface solution that is scalable with a variety of handheld devices.
	    › Responsible for project version control and git maintenance.
	    › Pioneered the use of contemporary modern back-end software.
	 `C#` `Unity Engine` `Visual Studio` `JavaScript` `JSON` `Visual Studio Code` `PlayFab` `Sourcetree` `Confluence` `Trello`

May 2016 October 2015	Technical Assistant, DTNET, Detva, Slovakia › Providing in-field technical support to customers with their home networks. › Hands-on networking hardware experience. › Managing technical support for in-office equipment. `Networking Hardware` `Cisco IOS` `Optical Networking`

☰ Skills

Programming Language	C, **C#** (Microsoft .Net (.ASP)), Java, Python, Typescript, JavaScript (**cloudscript**), **VHDL**, MATLAB
Markup Language	**HTML**, **CSS**, **LaTeX**, XML
Database	MySQL, PostgreSQL
Development Tools	**Visual Studio**, IntelliJ Idea, **Notepad++**, Sublime Text, **Visual Studio Code**, git
Networking Tools	**Packet Tracer**, PuTTY, Wireshark, GNS3
Graphical Tools	**Blender**, Krita, **Aseprite**, Adobe (**Photoshop**, Illustrator), Gimp
Operating Systems	**Cisco IOS**, Microsoft Windows, Linux (Ubuntu, **Mint**, Fedora, Kali)
Others	Trello, Confluence, JSON, Microsoft Office, Audacity, FL Studio, **Unity Engine**, Unreal Engine

🌐 Languages

English ●●●●●
Slovak ●●●●●
Czech ●●●○○
Japanese ●○○○○

✚ Strengths

> Eloquent
> Perfectionist
> Passionate
> Team-Player
> Adaptable

🎓 Certifications

2021	Master's degree in Computer Engineering from the Technical University of Košice (specializing in Network Engineering and Biometric Systems).
2019	Cisco® CCNA Routing and Switching certificate by Cisco Systems, Inc.
2019	Bachelor's Degree in computer engineering from the Technical University of Košice.

❝ References

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