Martin MESSERSCHMIDT Software Engineer | Academic

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2021 | Faculty of Electrical Engineering and Informatics, 9.2.4 COMPUTER ENGINEERING, Technical University in Košice, Slovak Republic

2016

- > 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 | Stredná Odborná Škola Drevárska, Computer Networking, Slovak Republic

2012

- > 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



- 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.
- 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.



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

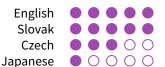
Development Tools Visual Studio, IntelliJ Idea, Notepad++, Sublime Text, Visual Studio Code, git

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



+ 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.

66 References

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Michal Lacko

General Manager, INLOGIC SOFTWARE

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