Bc. **MICHAL TKÁČ**

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Date of birth: 30. 10. 2001

WORK EXPERIENCE

Software & DevOps Engineer   JULY 2023 - AUG 2025
Webasto Convertibles Slovakia s.r.o. -
Košice, Slovak Republic
Initially, I created and now maintain extensive internal documentation in GitLab Wiki, covering development processes, pipelines, and tools. Later, I implemented static analysis with Polyspace (Bug Finder and Code Prover) in Jenkins pipelines, designing continuous jobs for quick change analysis with concise summaries for Merge Requests, and nightly jobs for full-project analysis with detailed results. Currently, I provide support for Polyspace, troubleshooting issues, optimizing outputs, and ensuring smooth operation across projects. In addition, I occasionally develop lightweight software tools and scripts to streamline processes.

EDUCATION

Faculty of Electrical Engineering and computer science
Informatics
Technical University of Košice - Košice, Slovak Republic
I am currently pursuing a Master's degree, having successfully completed the first year. During this period, I focused on various areas of computer science, including parallel programming, software system evolution, system modeling and prototyping, programming language semantics, and cloud systems.

For my thesis, I am developing a tool for the automated analysis of LaTeX theses. The tool is designed to detect formal issues, such as unreferenced figures or isolated subsections, with results available both for review and as output in a GitLab CI pipeline.

SEP 2024 - Currently

Faculty of Electrical Engineering and computer

Gymnázium Komenského 13, 082 71 Lipany
Sabinov - Lipany, Slovak Republic
2017 - 2021

ABOUT ME

I am a Master's student in Computer Science with a strong interest in software development and DevOps. I enjoy applying my technical skills to problem-solving with a thoughtful and analytical approach, motivated by continuous learning and self-improvement. As a team member, I work responsibly and actively contribute to collective results. I am passionate about exploring new technologies, sharing knowledge, and finding solutions that make sense.

SKILLS

Jenkins
GIT
CI/CD pipeline
CMake
C
Python
Java
ReactJS

LANGUAGES

English - Upper intermediate (B2)

science
Informatics
Technical University of Košice -
Košice, Slovak Republic
I completed my Bachelor's degree in
Computer Science at the Technical
University of Košice. The program
provided a broad foundation in
computer science, from
fundamentals to advanced topics.
The first year focused primarily on
mathematics and programming
basics, while in later years I studied
subjects such as database systems,
machine learning, UX/UI, as well as
teamwork in software projects.

I completed my studies with a
Bachelor's thesis on the
identification of neologisms using
machine learning.

SEP 2021 - JUNE 2024

COURSE OR CERTIFICATE

Game Jam Košice
Game Days
GameDays was a 48-hour game development challenge with the theme of
journalism, during which our team created a 2D story-driven game *Call For
Justice* in Unity. The player follows the story of a journalist uncovering
corruption, progressing through the game via character movement,
interactions, and simple mini-games. I contributed by implementing several
mini-games and the character movement system on the map.

This competition improved my ability to collaborate under time pressure, make
quick decisions, divide tasks effectively, and manage the entire development
cycle within a short timeframe.

The game is available on Itch.io:

https://slavomirstucka.itch.io/call-for-justice

APR 2024 - APR 2024

Team project, Live IT projects TUKE
Technical University of Košice – FEI, Department of Computers and
Informatics (KPI) in cooperation with Solar Turbines Slovakia – a
Caterpillar company
During the winter semester of my Master's studies, I took part in the **Team
Project** course, where students collaborated with real companies on software
solutions. Our team partnered with **Solar Turbines Slovakia – a Caterpillar
company**, for which we designed and developed a cross-platform mobile
application called *CarInsight*.

The application was built using **React Native (frontend)** and **FastAPI (Python,
backend)**. Its purpose is to help drivers efficiently manage their vehicles and
related responsibilities in one place. It supports adding multiple vehicles,
tracking important events such as technical inspections, insurance, highway
vignettes, or oil changes, and notifies users in advance through reminders and a
clear calendar view.

The project concluded with a presentation at **Živé IT Projekty**, the 10th edition
of this prestigious university event. Our project *CarInsight* (Team #43) was
showcased along with a video presentation and poster, available at:

https://kpi.fei.tuke.sk/sk/zaverecna-prezentacia-timovych-projektov-2025

This experience gave me valuable practice in teamwork, end-to-end software development according to client requirements, and direct communication with company mentors. I gained hands-on insight into the development process, task distribution within the team, and iterative building of a functional solution tailored to the needs of a real customer.

SEP 2024 - FEB 2025