Michal Torma
SOFTWARE ENGINEER

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Education

University of South-Eastern Norway　　　　　　　　　　　　　　　　　　　　　*Bø i Telemark*

MASTER IN ENVIRONMENTAL SCIENCE　　　　　　　　　　　　　　　　　　　　　　*June 2019*

- **Master thesis - The reliability of Citizen-science data collection - analysis of Natur i Endring project**

University of Zilina　　　　　　　　　　　　　　　　　　　　　　　　　　　*Zilina, Slovakia*

BACHELOR IN NATURE PROTECTION AND LANDSCAPE MANAGEMENT　　　　　　　　　　　*June 2014*

- **Telemark university collage**, Bø i Telemark, Norway — *Semester Abroad Spring 2012*

Skills

Languages	Python, Dart, Kotlin, Swift, Java, SQL, C, PHP, LaTex
Frameworks	Flutter, Django, Flask, Keras, WordPress

Experience

University of Oslo　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Oslo, Norway*

EXECUTIVE OFFICER　　　　　　　　　　　　　　　　　　　　　　　　　*Jan. 2018 - PRESENT*

- Developed and maintained citizen science project called *Natur i Endring* which consists of native mobile app for booth iOS (written in Swift 4) and Android (written in Kotlin). Part of the job was developing and maintaining Linux VPS for the backend using Flask (later Django). I also work on migration of mobile apps to Flutter framework to streamline development. Link to project webpage

Self-employed　　　　　　　　　　　　　　　　　　　　　　　　　　　*Martin, Slovakia*

WEB DEVELOPER　　　　　　　　　　　　　　　　　　　　　　　　　*Jan. 2015 - Apr. 2019*

- Developed multitude of webpages based on WordPress framework for small local businesses. Here are some examples.
- sjoormen.no - Webpage for promotion of Garvikstrondi camping (Seljord, Norway)
- classervice.sk - Webpage for local taxi service (Martin, Slovakia)

Hewlett-Packard　　　　　　　　　　　　　　　　　　　　　　　*Prague, Czech Republic*

LINUX ADMINISTRATION LECTURER　　　　　　　　　　　　　　　　　　*Jul. 2009 - Aug. 2010*

- Lectured courses about Linux administration for enterprise customers.

Apple retailer　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Boston, MA*

IT TECHNICIAN　　　　　　　　　　　　　　　　　　　　　　　　　*Apr. 2007 - Aug. 2008*

- Worked as a IT technician fo small Apple retailer.

Projects

GIS data scrubbing and analysis

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- Django based solution for GIS data gathering from legacy sources
- Personal project that gathers forestry data in Slovakia from old public servers where only public option to access the data is through Silverlight web app. This solution gathers the available data while keeping track of sparse changes in time. Metadata for individual polygons are gathered from .NET server, decoded from binary XML files and stored in organized PostGis database

Android app for camping

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- App designed to support exploration of natural surroundings for tourists in Garvikstrondi camping(Seljord, Norway). Google Play store
- Offline capable map including tracks of hikes in the area with detailed descriptions

Accelerometric data analysis

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- Unsupervised machine learning project for analysis of accelerometric data from brown bear (*Ursus arctos*) to identify distinct animal behaviors. Project failed due to the corrupt training data.