Patrik Backo

(+421) 908 424 954 | patrik.backo1@gmail.com
GitHub: *https://github.com/PatrikBacko*

EDUCATION

Charles university, Faculty of Mathematics and Physics *2021 – 2024(anticipated completion)*
- *Bachelor's degree candidate of **Computer Science***

High school: Gymnázium Varšavská cesta 1 *2013-2021*
- *Grammar school*

EXPERIENCE

Student developer at Siemens *Aug 2022 – Dec 2022*
Part time developer
- Coding in C# and python,
- Assisting with network and linux administration

Junior Data Science Inter at MSD Czech Republic *Nov 2023*
Junior Data Scientist
- Statistical data analysis, machine/deep learning, computer vision in python
- Working with AWS and Linux high performance cluster

PROJECTS

Logic - Python project of the board game for two players, including the option to play against the real-life skilled AI. The GUI is implemented by using the tkinter library.

Graph Theory Library – Object Oriented .NET library for graphs and algorithms from graph theory. Uses generic types, delegates, unit tests, json serialization, fluent syntax, and other interesting concepts.

Machine learning algorithms - Implementation of many machine learning algorithms in python. (gradient boosted decision trees, MLP, PCA, K-means, Logistic regression …)

LANGUAGES

- Slovak – native speaker
- English – advanced
- French – basic

COMPETITIONS AND INTERNSHIPS

- Unit 2023
- Google Hash Code 2022
- Spring school of programming – Žilinská University (building and programming the real car model driving on the solar energy)
- MiniErasmus - Comenius University in Bratislava, Faculty of Mathematics, Physics and Computer Science

ANOTHER ABILITIES

- Ability to learn fast and obtain new skills quickly – (previous work experience, Siemens and MSD)
- Ambition - (studying challenging University while working in my study field)
- Friendly and positive attitude - (University and high-school math/computer science competitions and conventions, team sports)

INTERESTS

- cooking, sports (swimming, cycling, skiing, volleyball), computer games, cinematography