

Patrik Backo

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GitHub: <https://github.com/PatrikBacko>

EDUCATION

Charles university, Faculty of Mathematics and Physics - Bachelor's degree candidate of Computer Science	2021 – 2024(anticipated completion)
High school: Gymnázium Varšavská cesta 1 - Grammar school	2013-2021

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 ...)

EXPERIENCE

PC shop and service Part time assistant - Repairing and consulting different hardware and software products	June 2017 – Sept 2017 June 2018 – Sept 2018
Student developer at Siemens Part time developer - Coding in C# and python, Assisting with network and linux administration	Aug 2022 – Dec 2022

LANGUAGES

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

COMPETITIONS AND INTERNSHIPS

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- 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

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- Ability to learn fast and obtain new skills quickly – (previous work experience, especially Siemens.)
 - Ambition - (challenging University)
 - Friendly and positive attitude - (University and high-school math/computer science competitions and conventions, team sports)

INTERESTS

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