Patrik Backo

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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*

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.

Sokoban - .NET OOP project combining classes, structs and enums to find the optimal sokoban solution of given map via the BFS programming algorithm.

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   *June 2017 – Sept 2017*
Part time assistant   *June 2018 – Sept 2018*
- Repairing and consulting different hardware and software products

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

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, especially Siemens.)
- Ambition - (challenging University)
- Friendly and positive attitude - (University and high-school math/computer science competitions and conventions, team sports)

INTERESTS

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