

# Simon Kapicka | Curriculum Vitae

 simokapi.com

## Education

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Nový PORG <i>High School</i>	Prague 2017–Present
Nový PORG IB Program <i>IB Diploma Program</i>	Prague 2024–Present

## Academics

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SAT: 1550 (Reading & Writing: 760, Math: 790)

## Work Experience

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**Second Foundation Tech a.s. (October 2024 - present)**: Junior Developer - creating a contract management system with Kotlin

*frameworks: Hibernate, Micronaut, OpenAPI, Angular*

**Czech Academy of Sciences, Institute of Information Theory and Automation (January 2025 - December 2025)**: Internship - Machine Learning, map analysis and data extraction

*libraries: PyTorch, NumPy*

**PizzaHut (September 2023 - January 2025)**: Job at PizzaHut - making and selling food, other necessary tasks

**CinemaCity (August 2024 - October 2024)**: Usher, responsible for preparing auditoriums before/after movie

## Projects

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2023: Duck Racer - A duck simulator, with infinitely generated terrain and obstacles. Made in Unity

2024: PlantIdentifier - Phylogenetic tree creator app, made using pure HTML, CSS and JavaScript. Originally scripted in python and remade in JavaScript for ease of use, this app uses REST APIs of an external database to obtain up-to-date data on plants and animals. Working version can be found on <https://plants.simokapi.com>

2024: DropStorage - A cloud storage service, made using HTML, CSS and Javascript for the frontend and BunJS for backend RESTful fetch API. Makes use of cookies, sessionIDs and a PostgreSQL database running on the backend to authenticate the user. Can be found on <https://storage.simokapi.com>

2024: Bouncer - A Physics-based Meta Quest VR game built using the Unity Game Engine. Successful implementation of the Oculus development kit and a well-functioning game which is both simple and fun to play in your spare time. Game can be found at: [https://www.oculus.com/deeplink/?action=view&path=/app/25998350426422873&ref=oculus\\_desktop](https://www.oculus.com/deeplink/?action=view&path=/app/25998350426422873&ref=oculus_desktop)

2024: Java 3D Renderer - Made using Java, this program takes an ASCII styled STL file, loads the

triangles and vertices, and calculates the 3D transformation relative to the camera, also computing the 3D to 2D projection and manages to replicate a 3D environment in 2D space

## **Other Positions / Volunteer work**

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**2024-2025:** Leader of school Physics club  
**2023-2024:** PORGMUN member of IT department  
**2024-2025:** PORGMUN head of IT department  
**2025-Present:** Member of school's student council  
**2024-Present:** Website developer for the International Student Film Festival <https://studentsshorts.com> and co-organizer of my school's version  
**2023/2024:** Volunteer at Forum 2000 annual global conference in Prague

## **Extracurriculars**

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**2021-2022:** Member of school Robotics club  
**2022-2023:** Various MUN related activities  
**2023:** Participated in CEE Hackhealth 2023 Hackathon (in-person participation at IKEM)  
**2025:** Won 1st place at CEE Hackhealth 2025 Hackathon at IKEM, as well as the IKEM and caelestinus\* prizes  
**2025:** Member of the caelestinus\* startup incubator batch of 2025  
**2025:** Finalist in the Technological Literacy Olympiad at ČVUT  
**2025:** Represented the Czech Republic in the UNICEF International hackathon for climate action

## **Courses**

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**2022:** CS50 AI - Machine Learning and Artificial Intelligence online self-paced course, with passing grade  
**2022:** Santa Barbara City College - college level class for 3D modeling and design with Autodesk Maya software

## **Languages**

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**English:** Native *Passed the CPE Cambridge exams at C2 level with grade B*  
**Czech:** Native  
**Spanish:** A2

## **Computer skills**

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**Languages:** Python, Java, C#, HTML, CSS, Skills: Machine Learning, APIs, web design, game development  
JavaScript, Kotlin  
**Others:** Unity Engine, NGINX, PostgreSQL      **Frameworks:** Micronaut, Hibernate

## **Soft Skills**

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**Communication:** Experience working in teams **Leadership:** Capable of organizing and leading a team and accomplishing tasks, sharing my opinions, listening to others, creating consensus, and developing next steps

**Teamwork:** Able to take on a role and help out **Problem solving | Dedication:** Will persist on others working with me a project or issue until a solution is found

## **Interests**

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**Programming:** I enjoy making projects and applications

**Sports:** I'm a rock climber, mostly enjoy bouldering