# Jan Tobola

Backend Java Developer

⌖ Hradec Králové, Czechia

in https://linkedin.com/in/jan-tobola-30335761

## Profile

4+ years' experience with development of large systems written in Java. Good sense of clean code and object oriented design.

## Career experience

### Backend Java Developer / Unicorn Systems a.s.
03/2016 to present, Hradec Králové

Implementation of Energy Communication Platform. Responsible for several project core modules. Implementation of REST API, SOAP Web Services, AMQP authentication and authorization plugins (X.509), filesystem content storage, integration tests, etc.

### Java Developer / EmbedIT
08/2015 - 02/2016, Prague

Redesign and optimization of several layers in systems providing printing and messaging services. Design of a new internationalization module. Support for released applications in several countries.

### Java Developer / Unicorn Systems a.s.
06/2014 - 08/2015, Hradec Králové

Design and implementation of information system built on top of OpenText platform for Penta Investments s.r.o. Frontend and backend implementation of the ENTSO-E Transparency Platform.

### Java Developer / Generali Development s.r.o.
06/2011 - 04/2013, Hradec Králové

Implementation of a large debt collection system for Generali insurance company in Poland. Implementation of various requests from Generali Pojišťovna a.s. Operations and support for delivered solutions.

## Publications

### Trivial Algorithm for Interactive Water Simulations
2014, Conference on geometry and graphics – Czech Society for Geometry and Graphics, page 239

A computer graphics algorithm allowing water volume to interact with complex terrains, which could run in real-time on modern programmable graphic cards. It emphasizes achieving realism while maintaining reasonable computational complexity.

http://www.csgg.cz/34sykovec/sbornik_2014.pdf

## Details

02/04/1991
Jungmannova 1438/33
Hradec Králové, 500 02
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## Languages

Czech (native),
English (professional working proficiency)

## Skills & Tools

Spring Boot, JPA, Hibernate, Maven, Gradle, MySQL, MongoDB, Oracle, NPM, React

Java, ECMAScript 6, SQL, C++, Groovy, Kotlin

GIT, Gitlab, Teamcity, IntelliJ IDEA, Tomcat, Weblogic

Mac OS X, Windows, Ubuntu

## Certifications

CCNA Exploration: Network Fundamentals, Cisco Networking Academy, 2012

CCNA Exploration: Routing Protocols and Concepts, Cisco Networking Academy, 2012

## Courses

Spring Framework – MVC, Security, Webflow
Jiří Pinkas, 2013

Hibernate and Spring MVC
TrainTime, 2012

Advanced Spring Framework
TrainTime, 2011

# Education and Training

### Master's degree, Applied Informatics

2014 to present, University of Hradec Králové

Diploma Thesis: Usage of virtual reality in people suffering from Alzheimer's disease in order to enhance their cognitive capabilities

### Bachelor's degree, Applied Informatics

2010 - 2014, University of Hradec Králové

Bachelor Thesis: Realistic Water Rendering

The Bachelor Thesis deals with running water simulation in computer graphics. It focuses on modern rendering techniques allowing parallel computations.

# Other projects

### DDEngine

06/2013 – 12/2014

DDEngine is a lightweight graphics engine written in C++ and DirectX 11. It uses 3rd party libraries such as DirectXTK, DirectxTEX, AntTweakBar, Assimp, CEGUI. Main focus of the engine is to support easy development and testing of graphics algorithms and shaders.

https://github.com/Toby91/DDEngine

### MJ Střechy

04/2013

A simple website for a small company providing roofing services. Website is written in PHP with Nette framework.

http://mj-strechy.cz