Tomas Mrkva

Computer Science graduate, passionate about learning and experimenting with innovative technologies. Experienced in the FinTech sector. Seeking opportunities to develop technical and soft skills in the financial industry.

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EDUCATION

University of Southampton, BSc Computer Science
2019 - 2022
- Modules include: Programming in Java and Haskell, Data Management, Algorithmics, Distributed Systems and Networks, Software Engineering Group Project, Foundations of Machine Learning and Computer Vision.
- Achieved First Class Honours.

Gymnasium of Ladislav Novomesky, Senica, Slovakia
2010 - 2018
- Achieved Grade 1 (equivalent to A) in Mathematics, Informatics, English and Slovak.

EXPERIENCE

JPMorgan Chase & Co., Glasgow, UK - *Summer Analyst*
06/2022 – 08/2022
- Maintained an internal full-stack (React/Angular/Java Spring Boot microservices) application by completing tasks such as feature implementation, bug fixing and component migration from Angular to React.
- Obtained new knowledge of both technical and financial lines of business by networking with employees at different levels of experience.
- Presented improvements to collaboration tools to boost the team's effectiveness.

Discover Financial Services, Farnborough, UK - *Business Technology Intern*
06/2021 – 08/2021
- Built confidence in communication and teamwork while collaborating within a fully remote agile team through techniques such as pair programming.
- Developed an internal dashboard software and learned new technologies such as JavaScript, React, MariaDB and Microsoft Power Automate.

AT&T Global Network Services s.r.o, Bratislava, Slovakia - *Customer Care Representative*
02/2019 - 08/2019
- Assisted U.S. customers by resolving technical issues with the AT&T services, ensuring their complaints were addressed according to the quality protocols.
- Exceeded monthly targets and delivered a high standard of customer service.

PROJECTS

AI-assisted Generation of Artistic Images From Text - *(Python/PyTorch/GCP)*
As part of my dissertation, I implemented a backpropagation algorithm that iteratively generated artistic images from words. Used state-of-art NLP models to summarise large amounts of text in order to create illustrations from book chapters. Utilised Google Cloud Platform's GPU services for computing resources.

Private Memories - *(React.js/Firebase)*
Following my internship at Discover, I applied my newly obtained React experience to develop a web app that can be used to share memories on a private platform. Made use of Google's Firebase platform for authentication, storage and database.

Airport Redeclaration Tool - University Project *(Java/JavaFX /Junit/TestFX)*
As a team, developed software for airport runway calculations. Worked on both front and back end and performed unit/integration testing using JUnit and TestFX.

Simple Social Media App - Hoply *(Java)* / Healthy App *(Flutter)*
Teamed up with friends to develop mobile applications during hackatons using Flutter or Java, utilising pair programming and discussing design and functionality.

SKILLS

Technologies:
- Java/JavaFX and Android development
- JavaScript/React.js
- Python/NumPy/PyTorch
- Haskell
- SQL
- Git
- C/Bash scripting
- Flutter/Dart
- Google Firebase

INTERESTS AND ACHIEVEMENTS

Sports: Ice hockey (10 years of career), recreational swimming, running.

Art: Multiple paintings were displayed in local art exhibitions.

Competitive computer games:
A member of an eSport team that placed 3rd in a national tournament. Managed and organised participation in various tournaments across Slovakia. Represented the University of Southampton in various eSports tournaments.

LANGUAGES
- English – fluent (IELTS Academic 8.0)
- German – basic
- Slovak - native