Tomas Mrkva

I am a third-year Computer Science undergraduate student who is passionate about technology and experimenting with new ones, looking for experience to develop my skills.

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EDUCATION

University of Southampton, MEng Computer Science

2019 - 2023

1st-year modules include: Programming in Java, Data Management, Software Modelling and Design, Algorithmics, Computer Systems. Achieved 1st class overall.

2nd-year modules include: Distributed Systems and Networks, Theory of Computing, Cyber Security, Programming Language Concepts, Intelligent Systems, Software Engineering Group Project. Achieved 1st class results

Gymnasium of Ladislav Novomesky, Senica, Slovakia

2010 - 2018

8-year grammar school course with a focus on Mathematics and Informatics

Achieved Grade 1 (equivalent to A) in Mathematics, Informatics, English, and Slovak on my final exam.

EXPERIENCE

Discover Financial Services, Farnborough, UK— *Business Technology Intern*

06/2021 – 08/ 2021

Worked in an agile team in remote environment, developing an internal software.
Gained both back-end and front-end experience.
Learned about technologies that are being used in a major fintech corporation.
Obtained new experience in JavaScript, React, MariaDB, Java Spring, Postman.

AT&T Global Network Services s.r.o, Bratislava, Slovakia— *Customer Care Representative*

02/2019 - 08/2019

Verbal communication with American customers in a technical department.
Assisted customers with resolving issues with AT&T products, making sure that all their complaints were addressed according to the quality protocols.
Exceeded monthly targets and delivered a high standard of customer service.

PROJECTS

Private Memories — *(React.js/Firebase)*
After my newly obtained experience with React at Discover, I made a webapp, that we use with friends to share memories we've had together in a private environment. For backend (authentication/storage/database) I used Google's Firebase platform.

Healthy App — *Highfield Hack 2021 (Flutter)*
Worked on the front end of an app for social exercise in a hackathon using Flutter.

Food App *(Flutter)* / Simple Social Media App - Hoply *(Java)*
Teamed up with a friend to work on a mobile app development project using Flutter/Java, working together and discussing design and functionality.

SKILLS

IT Skills:

- Java – advanced
- JavaFX and Android development
- JavaScript/React.js - intermediate
- Haskell - intermediate
- SQL – intermediate
- Flutter/Dart – beginner
- C – beginner
- Bash scripting
- Git

Teamwork: working and collaborating with friends/colleagues to achieve a common goal.

Responsibility: As the first point of contact for customers of AT&T, I carried a responsibility to represent the company's business in a positive light.

Communication: At Discover, I developed confidence in my verbal communication skills, while working in a remote team through techniques such as pair programming.

Leadership: As a captain of a 5-member amateur eSport team, I managed and organised tournament participation in various tournaments across Slovakia.

INTERESTS AND ACHIEVEMENTS

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

Art: Painting, multiple samples of my work were displayed in local art exhibitions.

Competitive computer games: A member of an eSport team that placed 3rd in a national tournament.

LANGUAGES

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