

Tomas Mrkva

Third-year Computer Science undergraduate student, passionate about learning and experimenting with innovative technologies. Gained industrial experience during a summer internship in the financial technologies sector. Seeking new opportunities to develop technical and soft skills.

EDUCATION

University of Southampton, MEng Computer Science

2019 - 2023

- Modules from previous years include: Programming in Java, Data Management, Software Modelling and Design, Algorithmics, Distributed Systems and Networks, Theory of Computing, Software Engineering Group Project. Achieved 1st class results.
- 3rd-year modules include: Machine Learning Technologies, Computer Vision, Computational Finance and Natural Language processing.

Gymnasium of Ladislav Novomesky, Senica, Slovakia

2010 - 2018

- Achieved Grade 1 (equivalent to A) in Mathematics, Informatics, English and Slovak.

EXPERIENCE

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

06/2021 - 08/2021

- Developed confidence in communication and teamwork skills while collaborating with a team through techniques such as pair programming.
- Worked in an agile team in a remote environment, developing an internal dashboard software.
- Learned about technologies that are being used in a major fintech corporation.
- Obtained new experience in technologies such as: JavaScript, React, MariaDB, Microsoft Power Automate.

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

02/2019 - 08/2019

- Carried a responsibility to represent the company's business in a positive light, as the first point of contact for customers of AT&T.
- Communicated verbally 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 a newly obtained experience with React at an internship, developed a web app, that can be used by friends to share memories on a private platform.

For backend (authentication/storage/database), used Google's Firebase platform.

Airport Redeclaration Tool - University Project (*Java/JavaFX/TestFX/JUnit*)

In a team, developed software for airport runway calculations. Worked on both the front and back end, together with testing using JUnit and TestFX frameworks.

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, discussing design and functionality options.

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SKILLS

IT skills:

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

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. Currently playing for the University eSports team.

LANGUAGES

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