TOMAS MRKVA

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OBJECTIVE

I am a second-year Computer undergraduate student with experience in technical customer service who is passionate about programming and new technologies, looking for experience and new eager to develop new skills.

EDUCATION

2019 - 2024 MEng Computer Science with Industrial Studies, University of Southampton

- 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, Programming Language Concepts, Intelligent Systems, Software Engineering Group Project. Aiming for 1st / 2:1 grade.

2010 - 2018 Gymnasium of Ladislav Novomesky, Senica, Slovakia

- 8-year grammar school course with a focus on Mathematics and Informatics
- Achieved grades 1 (equivalent to A) in Mathematics, Informatics, English, and Slovak on my final exam
- As my major project in my final year, I developed software that can be used as a modern form of examinations of students in various subjects, using programming language C and database structures

EXPERIENCE

02/2019 - Customer Care Representative, AT&T Global Network Services s.r.o., 08/2019 Bratislava, Slovakia

- Verbal communication with American customers in a Technical department
- Assisted customers with resolving issues with AT&T products, making sure that all their issues were addressed accordingly with the quality protocols
- Exceeded both team and individual monthly targets
- Delivered a high standard of customer service

04/2018 -07/2018

Marshall, Penati Golf Club, Senica, Slovakia

- Organized various golf tournaments for different partners
- Ensuring that games went smoothly, resolving any in-game difficulties

SKILLS

Teamwork

 Teamed up with a friend to work on an app development project using Flutter, working together, and discussing design and functionality.

IT Skills

- Java advanced
- JavaFX framework and Android development
- Bash scripting intermediate
- SQL intermediate
- Flutter/Dart beginner
- C beginner
- Version Control

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.
- Managed any unexpected situations while following protocols and policies.

Communication •

In AT&T, I developed confidence in my verbal communication skills, being required to react under pressure to resolve difficult customer situations.

Language

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

LEADERSHIP

As a captain of a 5-member amateur eSport team, I managed and organized transportation and participation in various computer game tournaments across Slovakia.

INTERESTS AND ACHIEVEMENTS

- Programming projects: worked on a simple android social media app in Java, currently trying out android app development with Flutter/Dart, teamed up with a friend. The latest project we work on is a Food app.
- Sports: Ice hockey (10 years of career), recreational swimming
- Art: Painting, multiple samples of my work were displayed in local art exhibitions
- **Computer games:** Captain of a team which placed 3rd in a national tournament in the game "League of Legends"
- **Writing:** Articles that I wrote to and published to my friends' magazine were recognized and issued in a well-known magazine for English learners

REFERENCES

Dr Richard A. Watson

Academic staff, personal tutor
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