

Tomas Mrkva

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

EDUCATION

University of Southampton, BSc Computer Science

2019 - 2022

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. Aiming for 1st / 2:1 grade.

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.

As my major project in my final year, I developed software that can be used as a modern form of student examination in various subjects, using the C programming language and database structures.

EXPERIENCE

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.

Penati Golf Club, Senica, Slovakia — *Marshal*

04/2017 – 07/ 2018

Organised various golf tournaments for different partners.

Ensured that games went smoothly, resolving any in-game difficulties.

PROJECTS

Healthy App — *Highfield Hack 2021*

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.

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SKILLS

IT Skills:

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

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

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.

Writing: Articles that I wrote were recognized and issued in a well-known magazine for English learners.

LANGUAGES

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