

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.

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 - Analyst

06/2022 – Current

- Maintained an internal full-stack application (React/Angular and Java Spring Boot microservices).
- Completed a full refactor of major component from Angular to React utilising React Query to minimise API calls and improve performance.
- Improved the functionality of internal system for the asset management line of business, impacting hundreds of users worldwide.

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 hackathons using Flutter or Java, utilising pair programming and discussing design and functionality.

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SKILLS

Technologies:

- JavaScript/TypeScript
- React/Angular
- Java/Java Spring
- JavaFX/Android Development
- 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