Antonín **Sůva**

Backend Developer

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Skills

Java · C · C++ · MySQL · Git · Github · Gitlab · Maven · Bukkit · Linux
Kotlin · Vue.js · Quasar · Spring Boot

Work Experience

Independent Freelance   *Czech Republic*

Minecraft Server Plugin Developer   *2013 - present*

- Implemented multi-threaded monster spawning system for open-world game modes.
- Created system which allows players to create, inhabit and upgrade their own islands in the sky.
- Created comprehensive quest add-on which integrates into dozens of other game systems.

Personal Projects

Multiplayer RPG Server

Goldminer.cz   *2011 - 2021*

- Created and managed multiplayer server in Minecraft which was played by more than 30 000 players.
- At the time it was one of the top five game server in the country.
- Implemented various systems in Java and MySQL that ran on dedicated Linux machine.
- The system consisted of custom skills, hundreds of custom in-game items, social features and game modes.

Project K

projectk.site   *2023*

- Website for browsing images of bands and their members.
- Frontend is a single-paged application developed in Vue.js framework, Quasar, and Typescript.
- Backend developed in Spring Boot using Kotlin and JPA.

Multiplayer game plugin for Minecraft

Ranked PvP Arena   *2022*

- Created the first fair matchmaking arena plugin for Minecraft servers.
- The system uses TrueSkill matchmaking system by Microsoft to ensure fair matches.
- Allows for multiple instances running at the same time with the use of Redis (NoSQL) Pub/Sub channels.

Education

Czech Technical University, Faculty of Information Technology   *Prague, Czech Republic*

B.S. in Computer Science and Engineering   *2015 - 2020*

- Completed courses awarding 150 credits towards the degree.

High School of Applied Cybernetics   *Hradec Králové, Czech Republic*

Programming   *2010 - 2014*