Antonín Sůva

28 years old freelance developer from Czech Republic, suva.antonin@gmail.com

Summary

Interested in Minecraft since 2010. Started developing plugins in 2014 as a hobby. Since then, I have worked on multiple networks of all sizes and done various projects from simple plugins, to large minigames, skyblock / prison systems and advanced custom mob spawning systems. Have done a lot of MMORPG systems. Also managed my own dedicated Minecraft server for around 10 years.

Skills

- 10+ years of programming (**Java**, **C**, **C++**, **C#**)
- 8 years of experience working with **Bukkit**.
- 4 years of experience with relational databases (**MySQL**).
- 2 years of experience with non-relational databases (**Redis**).
- Able to work with **packets**.
- Extensive experience with **Git**.
- Experience with **Maven** and **Gradle**.
- Experience with developing **multi-threaded applications**.

Experience

- YomNetwork (2018-now), small network averaging 50 players. Developed dozens of plugins for them.
- MineVision (2016), large network averaging 400 players online. Developed a couple minigame plugins for them.
- Goldminer (2011-2021), my own server peaking around 40 players. MMORPG oriented. Developed about a dozen large plugins, consisting of various complex systems working together over multiple server instances. (around 70 thousand lines of code in total).
- MineVision (2022, not yet released). Developed custom skyblock + prison core.

Education

- Czech Technical University, Bachelor of Computer Security, Prague - Czech Republic
- High School of Applied Cybernetics, Programming, Hradec Králové - Czech Republic