

Software Engineer Software Engineer Software Engineer - Siemens - Healthineers Issaquah, WA  
Work Experience Software Engineer Siemens - Healthineers - Issaquah, WA July 2015 to Present  
Issaquah, WA, USA writing software for the next generation Sequoia Ultrasound machine  
(medical), implementing user interface layer with complex workflows and user interactions,  
designing and writing backend models and integrating with Windows OS and database, using C# /  
C++ / C++ and WPF with MS Visual Studio on Windows, Azure DevOps, Continuous Integration,  
with Agile Scrum and Kanban process in a Distributed International Team environment. solving  
hard problems with simple solutions mentoring younger and new team members Software  
Developer, Analyst Siemens - Kosice - SK February 2008 to June 2015 wrote software for  
ultrasound machine (medical), implementing Backend and User Interface for the Review subsystem,  
using C# / C++, OpenGL, Windows, Agile / Scrum. Product Owner for the Acoustic Review  
feature, writing requirements Senior Software Developer Siemens - Healthineers - Erlangen, DE  
May 2007 to January 2008 at the customer site, wrote software for high energy Particle Therapy  
machine (medical), implementing Backend and UI, using C#, C++, Agile / Scrum, distributed teams  
Software Developer Siemens - Kosice - SK August 2005 to April 2007 wrote software for high  
energy Particle Therapy machine (medical), implementing Backend and UI, using C#, C++, Agile /  
Scrum, distributed teams scrum team lead (5 people), Software Developer Software Developer,  
Head of Branch Office Envitech - Trencin - SK April 1998 to July 2005 created software for air  
pollution monitoring and predictive modeling, acquiring data from distributed network of monitoring  
stations, custom visualization in form of interactive viewers and predictive 3D models. worked with  
customers, gathering requirements, implement, test, deploy and provide support, working with C++,  
C#, HTML, JavaScript, WCF, Networking on Windows. Education Master's in Technical Cybernetics  
and Artificial Intelligence Technical University of Kosice - Kosice - SK 1989 to 1994 Skills .net,  
Visual studio, C#, C++, Design patterns, Git, Html, Javascript, Node.js, .net core, Wcf, Object  
oriented, Python, Wpf, Devops, Networking, Opengl, Sql, Object oriented analysis, Software  
architecture, HTML 5, CSS, JQuery, MYSQL Links <https://g4b05.github.io/> Additional Information  
Skills C# C++ C++ Python JavaScript HTML CSS JQuery Node.js Algorithms SQL .NET

framework .NET Core WPF WCF Windows DevOps CI GIT Azure DICOM Agile Scrum Kanban  
SAFe Distributed Systems, Cloud computing, System Design, Object Oriented Analysis and  
Design, Software Architecture, Design Patterns, Data Structures, OpenGL, Extensible Imaging  
Platform (XIP), Networking, Blend, Linux, Visual Studio, Visual Studio Code

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