

Adam Virostek

University student (3rd year)



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Adam Virostek
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About me

I am a student, who enjoys coding, my most explored branches are game dev and web dev. I've used OOP, containerization, HTTP API, networking, SQL, Git. I've been actively programming for 3+ years, primarily personal projects and assignments. My most used technologies are: Java (Gradle, Maven), C++, and JavaScript (React, Node.js)

personal

Adam Virostek
nationality: Slovak
2001

Areas of specialization

Web development • Game development

Interests

3D modelling • digital art • coding

PERSONAL PROJECTS

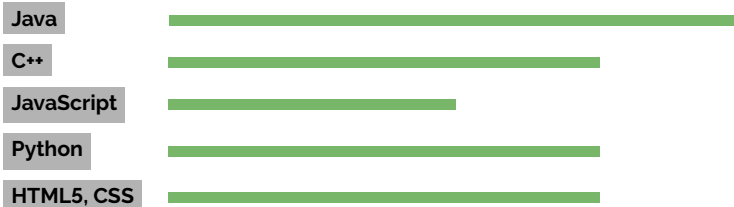
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|--------------|--|
| 2023–Ongoing | (WIP) 3D ray-tracer in C++
SOLO DEVELOPER • FRI:UNIZA 📍
3D raytracer implemented in DirectX12 |
| 2024 | Hearthstone clone in C++
SOLO DEVELOPER • FRI:UNIZA 📍
Utilized multithreading and socket programming to enable multiplayer. Designed API for communicating between server and clients using JSON. |
| 2023 | Full-stack e-commerce app in React • Express
SOLO DEVELOPER • FRI:UNIZA 📍
Fully containerized full-stack SPA web app, using MVC architecture. |
| 2023 | Pokemon Crystal clone in Java
SOLO DEVELOPER • FRI:UNIZA 📍
Built with libGDX framework, which utilizes Gradle build system. |

EDUCATION

- | | |
|-----------|--|
| 2021–2024 | (Bsc) Computer Science
🏛️ FRI:UNIZA • Zilina, SK |
| 2017–2021 | Technic Lyceum
🏛️ SEC. SCHOOL • Handlova, SK |

SKILLS

programming languages



technologies



other



LANGUAGES

English – (C2) [EF SET certification]
Slovak – native speaker