# Adam Virostek

University student (3rd year)



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in Adam Virostek

Viro102

## 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, networking. 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 • Software development

#### Interests

3D modelling  $\cdot$  digital art  $\cdot$  coding

# PERSONAL PROJECTS

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

2017–2021 Technic Lyceum

**m**Sec. School • Handlova, SK

# SKILLS

programming la	anguages
Java	
C++	
JavaScript	
Python	
HTML5, CSS	
technologies	
Git	
Docker	
React.js	
Node.js	
other	
SQL	

## LANGUAGES

OOP

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