Tomáš Tříska

Fullstack games, software and web developer, IT specialist, team leader

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EXPERIENCE

Robinsonade, remote — Team leader, *full stack frontend/backend senior developer*

MARCH 2014 - JULY 2017, AUGUST 2021 - JULY 2023

Prepared Unity 2D game using Visual Scripting and C#, technical leader and team leader of junior & medior developers.

Bohemia Interactive, remote — F*ull stack backend medior developer*

MARCH 2021 - JUNE 2021

Backend server medior developer of Vigor game from Bohemia Interactive, C#, Unreal Engine, bugfixes, implementing of new game features to the server side.

Bohemia.net

Rascasone, remote — F*ull stack frontend/backend senior developer*

OCTOBER 2020 -JANUARY 2021

Worked on modern JavaScript-based web applications in Vue.js, Node.js, React, Angular, and other technologies.

Rascasone.com

Sharplayers, remote — F*ull stack frontend/backend medior developer*

JUNE 2020 -OCTOBER 2020

Perfex for 3D print services company in PHP.

Sharplayers.cz

SKILLS

19 years of experience with programming and coding, of which 13 years professionally as a freelancer.

Lots of experience with technologies like Unity, Unity Visual Scripting, C#, Python, PHP, JavaScript, Typescript, Vue.js, Node.js, Express, React, Angular, jQuery, .Net, .Net Core, WordPress, HTML, CSS, SASS, LESS, Nette, Django, ASP.Net, relational and document-oriented databases (SQL, MongoDB), Windows, Linux, MacOS, GIT, Docker, REST API, Redis, Bootstrap, JSON, XML, AJAX, scrapers, AI, natural algorithms like Fibonacci sequence, Golden ratio etc.

I use OOP, SOLID, extreme programming, and other modern design principles and patterns like MVC, MVVM, or ECS. Clean, modern, and simple code. Unit and other tests are commonplace.

Experience with team leadership, project leadership and startups, and Scrum.

Owner of driving license type B.

Stapro, remote — F*ull stack frontend/backend medior developer*

MARCH 2020 -APRIL 2020

Worked on software for Czech labs in C#. Implementation of new features.

Stapro.cz

TianDe, remote — F*ull stack frontend/backend medior developer*

JANUARY 2020 - MARCH 2020

Converting of e-shop from Shoptet to Prestashop.

Elias-ITSolutions.cz

Inenspace, remote — Project manager, *Full stack frontend/backend senior developer*

MAY 2019 - FEBRUARY 2020

Prepared AI project. Technical leader, server infrastructure administrator, and main developer of the startup. Technologies used – C#, Python, MongoDB, Docker, REST API, and Unity3D. Advanced algorithms like the golden ratio, Pareto principle, Fibonacci sequence, tree growth simulation, and neuron structure and growth are used.

Digireality.cz, remote — *Full stack frontend senior developer*

AUGUST 2017 - NOVEMBER 2018

Recreating of Digireality.cz real estate portal in ASP.Net, jQuery, HTML5, and CSS. Experience with extreme programming, SOLID and other modern principles of development. Under the leadership of owner and senior backend developer of old version of Digireality.cz – Jiří Herník.

DigiReality.cz

Dominik Kubíček, remote — *Full stack junior developer*

2014

3D walkthrough engine for new oil rig refineries 3D models for big clients. As one of the first in Czech Republic, we used Oculus Rift and virtual reality. We successfully prepared multiple 3D virtual presentations in Unity.

Ošmikáno.cz, remote — Project manager, *Full stack senior developer*

OCTOBER 2020 - PRESENT

Hairdresser's portal startup written in Vue.js.

EDUCATION

Integrovaná střední škola technická a ekonomická Sokolov

2002 - 2004

Public administration

Soukromá obchodní akademie Sokolov

2008 - 2009

Business Academy

OTHER PROJECTS

Jan Párička — *Full stack frontend/backend senior developer*

May 2018 – June 2018
Ethereum-based blockchain apps for client

AdaptiveCMS — Project manager, *Full stack frontend/backend junior developer*

2014
Nette based CMS for client.