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Bc. Radek Cichra

Objective

Motivated Engineering student at the **Faculty of Information Technology (FIT)**, Czech Technical University, with a focus on Applied Informatics and Computer Science. Equipped with strong skills in IT, mathematics, and physics, and a passion for Linux systems. Currently seeking opportunities to contribute to innovative projects and research, leveraging problem-solving expertise and technical knowledge.

Education

2024–Present **Ing. (M.Sc.) in Computer Science – in progress**, *Czech Technical University – FIT*, Prague, Czechia

2024 **B.Sc. with honours in Applied Informatics and Computer Science**, *Czech Technical University – FNSPE*, Prague, Czechia
Specialized in Applied Informatics and Computer Science

2021 **Maturita Exam**, *Gymnázium Milevsko*, Milevsko, Czechia
Focused on Informatics, English, and Physics

Work Experience

2023–2024 **Developer, Template Numerical Library (TNL)**, *Czech Technical University*, Prague
Developing and implementing graph algorithms using TNL and CUDA as part of Bachelor's thesis

2024 **Co-Author, UTEI Course Scripts**
Co-authored 38-page guide on Deterministic Automata, Turing Machines, and grammars

2023 **Teaching Assistant, ZPRO Course**, *Czech Technical University*, Prague
Guided first-semester students in Python programming

2020 **English Tutor**, *Vachta Milevsko*, Milevsko
Tutored grades 5–11 in English language skills

Skills

Languages **C/C++, Python, Ruby**, Java, TypeScript, GDScript

Technologies Linux, Git, OpenMP, CUDA, Bash, (C)Make, Jupyter

Other ∼100 wpm typing; College graduate level mathematics & computer science theory

Certifications & Courses

2024 English C1 Certificate – Common European Framework of Reference (CEFR)

2024–2025 Chaos Software Data Structures in C++ and Machine Learning Course (with certificate)

Projects

TNL Project Developed parallel graph algorithms for GPUs (e.g., Maximal Independent Set, Spanning Tree, Connected Components) as part of the Template Numerical Library. Source code available on TNL GitLab.

Academic Projects Completed various academic projects including a basic photo editor and **parallel programs/solvers in C++ using OpenMP**. Source code can be found on GitHub.

Lox Bytecode Compiler Implemented a bytecode compiler and simple VM for the Lox language as part of a semester course. Source code available on GitHub.

UTEI Course Scripts Authored a guide on theoretical computer science. Can be found on GitHub.

Discord Bot Created a Discord bot in Python with multiple commands, capable of naive web scraping and retrieving information. Utilizes a variety of modules. Source code available on GitHub.

Self-Hosted Cloud Gaming Set up a self-hosted cloud gaming platform and remote desktop solution using 'Sunshine', 'Moonlight', and 'Tailscale'.

Personal Statement

Driven by a desire to tackle complex challenges in computer science, I continuously seek opportunities for growth and innovation. Inspired by classic video games, I strive to apply creativity and logical thinking to all my work.