

# Jakub Dobry

## Software Developer

Software and web developer with 10+ years of experience. Spent many hours learning different technologies and new ways how to achieve goals. Problem-solving, passion for detail, and critical thinking. Able to speak and write in English, both technical and non-technical terms. Able to communicate and work in a team or lead it. Focused on self-improvement, structured and organized work.



✉ jakub.dobry8@gmail.com

☎ +420 730 691 560

📍 Prague, Czech Republic

🌐 [linkedin.com/in/jakub-dobry](https://linkedin.com/in/jakub-dobry)

## WORK EXPERIENCE

### Software Developer

JetBrains s.r.o.

07/2019 - Present

Prague, Czech Republic

#### Achievements/Tasks

- Designing UI/UX, architecting, and implementing a new product from the ground up as part of a 5-person team.
- Frequently taking the lead in designing new features, making key technical decisions, and solving complex technical challenges.
- Demonstrated strong communication skills by collaborating effectively with team members and providing support to ensure task completion.
- Currently leveraging TypeScript with Next.js and Node.js for full stack development; previously developed both frontend and backend using Kotlin.

### Owner & Lead Software Developer

QPlay.cz

12/2014 - 03/2024

Fully Remote

The second-largest Minecraft server in the Czech Republic.

#### Achievements/Tasks

- Led a team of 50 people and was the lead developer of 5 people.
- Designed and implemented distributed dynamic servers load balancing, internal ticket system, user customer portal, automatic deployment of changes with custom solutions, monitoring, managed own Kubernetes cluster, and more.
- Used various technologies and languages, but mainly the Java language.
- Dealt with and solved many issues on the technical and personal level during the server's existence.

### Frontend Developer

net-inout s.r.o.

05/2018 - 12/2021

Fully Remote

Software house company.

#### Achievements/Tasks

- Co-created the architecture and developed a frontend part for a system for managing attendance.
- My main focus was on the usability and completeness of the features.

### Maintainer, Developer

Survival-Games.cz

01/2013 - 11/2014

Fully Remote

The largest Minecraft server in the Czech Republic.

#### Achievements/Tasks

- Building and managing the server from the beginning. Technical and personal sides.
- Built initially only using existing solutions (plugins).
- Later on, this was my first motivation for learning programming, so I learned Java.

## EDUCATION

### Master's degree, Web Engineering

Faculty of Information Technology, CTU

2021 - 2024

Prague, Czech Republic

### Study Abroad Program

RMIT University

02/2023 - 06/2023

Melbourne, Australia

## SKILLS

Typescript

Next.js

Node.js

Kotlin

Java

HTML

CSS

C++

C#

Bash

## VOLUNTEER EXPERIENCE

### Board Member

International RS 500 Class Association

01/2021 - Present

Sailing association of the RS 500 class.

#### Tasks/Achievements

- Plan events, coordinate requests, and mediate the communication between sailors and the RS organization.

## AWARDS

Mathematical Olympiad Cat. A (2017 - 2018)

Gymnazium, Plzen, Mikulasske nam. 23

- Successful solver of the regional round.

Physics Olympiad Cat. D (2014 - 2015)

Gymnazium, Plzen, Mikulasske nam. 23

- Successful solver of the regional round.

Rector's Award (2017)

University of West Bohemia

- Excellent school results and sports results.

Athlete of the Year (2019)

Czech Technical University in Prague

- Fourth place in the absolute ranking.

## LANGUAGES

Czech

Mother tongue

English

Advanced

## INTERESTS

Sailing - competitively