# Jakub Dobry
## Software Developer

Software and web developer with years of experience. Quickly learning new technologies and new ways to achieve goals. Problem-solving, passion for detail, and critical thinking. Solid decision-making under pressure. 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.

✉ ██████████████  📱 ████████████  📍 Prague, Czech Republic  in 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, performance, scalability, monitoring, managed own Kubernetes cluster, and more.
- Used various technologies and languages, but mainly the Java language.
- Successfully handled 2+ mil. users, 10K per day, 2500 concurrently.

### 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*

- Built and managed the server from the beginning. Initially only using existing solutions (plugins).
- Achieved 500 concurrent players. Thousands of users per day.
- 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   Docker/Kubernetes   High Performance   Scalability   Reliability   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