Dominik Farlík

Junior sofware developer

✉ dominik@farlik.cz   ☎ + 420 777 445 054   📍 Czechia, Brno

🔗 www.farlik.cz   ⌨ dominik-farlik   in/dominik-farlik   ★ 2002

Profile

I'm an IT student currently studying for a master's degree. I've primarily worked on backend development in Python, but I'm now expanding into frontend with JavaScript and React to build full-stack skills. I spent a year developing software for various projects in a company setting, and I'm also finishing a game built with Godot.

Professional Experience

06/2024 – 02/2025
Vyškov

Elekon s.r.o. ↗
Junior software developer
Implemented software for station information displays and system integration across various communication protocols. Developed interfaces for hardware sensors and I/O modules to ensure reliable operation of connected devices.

02/2025 – Present
remote

Troglodyte Studio ↗
Junior game developer
Developed a card-based game in Godot Engine combining space exploration, survival, and strategy. Designed gameplay systems for ship building, combat, and planetary colonization, focusing on balance and player progression.

Education

09/2022 – 06/2025
Brno

Bachelor's degree in Administration IS/ICT
Mendel University ↗

09/2025 – Present
Brno

Master's degree in Open Informatics-Data analysis and machine learning
Mendel University ↗

Skills

Python
Flask
FastAPI
● ● ● ● ●

SQL
MySQL
● ● ● ○ ○

Javascript
ReactJS
● ● ○ ○ ○

NoSQL
MongoDB
● ● ● ● ○

Networks
Cisco
Mikrotik
● ● ○ ○ ○

OS administration
Windows
Linux
● ● ● ○ ○

Godot
● ● ● ● ○

Docker
● ● ● ○ ○

Projects

Application for automated theorem proving ⧉
An educational app designed to help students better understand and practice the resolution method in propositional logic.

Happies Doomsday ⧉
Space exploration card game, made with Godot(coming soon).

Chemical Substance Management System ⧉
A web app for managing and storing data on chemical substances in hospitals.

Interests

- Tech
- Quiz
- Travel
- Games
- Sports