DOMINIK
FARLÍK

SOFTWARE DEVELOPER

Contact

📍 Czechia, Brno

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Skills

Programming
●●●●●●○

Database
●●●●○○○

Networking
●●●○○○○

Operating systems
●●●●●○○

About Me

I am an Information Technology student with a focus on application development, databases, networking, and virtualization. I have gained hands-on experience with Python and the Godot engine. I am open to opportunities not only in programming but also in other areas of IT, and I am eager to further expand my skills through practical experience.

Education

Masters in Open informatics (data analysis and machine learning)
2025-2027
Mendel University

BA in Administration of IS/ICT
2022-2025
Mendel University

Work Experience

Troglodyte Studio
2025/2 - Present

Junior Godot Game Developer

- Programming in GDScript, node-based architecture, UI, and core gameplay logic.
- Level design and prototyping mechanics, performance optimization.

Elekon s.r.o.
2024/5 - Present

Junior Software Developer

- Developing software in Python, primarily for station information panels and RPi.
- Creating protocol translators to enable communication between different systems.