

Filip Bártek

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Computer skills

Recent extended experience: **C++, Java, Python, Git**

Selected other experience: Qt, OpenSSL, Clang Static Analyzer, Maven, NetBeans, SVN

Work experience

Hobrasoft

Rožnov pod Radhoštěm, Czech Republic

Software developer

2015–2016

Projects: GeoSign, PDF Manipulation Utility

Design and development of two applications that deal with digital signatures extensively

Technologies: Java, iText, Maven, NetBeans, C++, Qt, OpenSSL, Qt Creator, Git, Phabricator, Windows

CERN

Geneva, Switzerland

Summer Student (internship)

2013 (10 weeks)

Extension of Clang Static Analyzer, a static program analysis tool written in and targeted at C++

Technologies: C++, Clang Static Analyzer, Git, JIRA, Linux

Honeywell

Brno, Czech Republic

Software Design Engineer

2012 (6 months)

Software development, code analysis, system verification planning, documentation, cooperation with a team in the United States

Technologies: C++, Visual Studio 6, SVN, Serena Dimensions, Windows

Hobby projects

- nbspace (2016; Python)
- missls (2015; GameMaker: Studio)
- Magic Dance Dance Carpet (2013; Unreal Development Kit)

Education

Charles University

Prague, Czech Republic

Master (Theoretical Computer Science)

2012–2015

Master thesis: Minimum representations of Boolean functions defined by multiple intervals

Main areas of interest:

- computational complexity, computationally hard problems, algorithms
- artificial intelligence, robotics
- computer game development, game studies

Masaryk University

Brno, Czech Republic

Bachelor (Mathematical Informatics)

2008–2012

Bachelor thesis: Rabin Games on Finite Graphs [in Czech]

Languages

English: Expert

- Duolingo Proficiency Exam in English: 10.0 / 10.0

Czech: Native speaker

Spanish: Beginner

Interests

Dialogue: philosophical and structured, especially Socratic dialogue

Games: computer, independent, experimental; development

Travelling: relaxed, low-cost