

Filip Bártek

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SKILLS



Recent

C++ Google Test CMake Git TeamCity



Previous

Qt qmake Java Python OpenSSL Maven NetBeans SVN



EMPLOYMENT

R&D Software Engineer, Medical Technologies

2017-11 — 2018-11

- Development and maintenance of an ECG signal processing library
- Supervision of builds for two target platforms
- Cooperation with a team in India
- Technologies: C++, Google Test, CMake, g++, TeamCity, Visual Studio, GitLab, Ubuntu, Windows, JIRA, Doxygen, qmake, Qt Creator

R&D Software Engineer, BTL India

2016-09 — 2017-10

- Setup of cross-platform build system, automated tests, code quality metrics, performance measurements
- Technical job interviews
- Cooperation with a team in Czech Republic
- Technologies: C++, Google Test, g++, Qt 5.5, qmake, QML, Qt Creator, GitLab, Ubuntu, JIRA, TeamCity, gcov, LCOV, SonarQube

Software developer, Hobrosoft

2015-10 — 2016-09

- Projects: GeoSign, PDF Manipulation Utility
- Design and development of two applications that deal with digital signatures extensively

- Technologies: Java, iText, Maven, NetBeans, C++, Qt 4.8, Qt 5, QML, OpenSSL, Qt Creator, Git, Phabricator, Windows, Ubuntu, Android

Summer Student (internship), [CERN](#)

2013-07 — 2013-09

- Extension of Clang Static Analyzer, a static program analysis tool written in and targeted at C++
- Technologies: C++, Clang Static Analyzer, Git, JIRA, Linux

Software Design Engineer, [Honeywell](#)

2012-04 — 2012-09

- 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

External editor, [Vogel Burda Communications s.r.o.](#)

2006-06 — 2006-12

- Writing reviews of freeware computer games for the Czech web site [Hrej.cz](#)
- Distance job



PROJECTS

[nbspacer](#)

2016-05 — 2016-06 | Python

Game design, programming, sound, [missls](#)

2015-04 | GameMaker: Studio

- Tactical nuclear warfare party minigame
- Originally created solo in 48 hours for the game jam [Ludum Dare 32](#)
- Interesting features: minimalistic design, vector graphics, 2D planetary physics

Software design, programming, game design, [Magic Dance Dance Carpet](#)

2012-11 — 2013-11 | Unreal Development Kit

- Prototype of an experience simulator of a magic carpet
 - Collaboration of five students of various backgrounds
 - Interesting features: dance pad controls, concave world
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EDUCATION

Expert in English, Duolingo English Test

2015-07

Mgr., Charles University

2012-09 — 2015-06

- 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

Bc., Masaryk University

2008-07 — 2012-01

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



INTERESTS

Dialogue

Current

Philosophical and structured, especially Socratic dialogue

Games

Current

Computer, independent, experimental; development

Culture

Current

Contemporary, alternative

Travelling

Current

Low-cost

