

Filip Bártek

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Computer skills

Recent experience: C++, Google Test, CMake, Git, TeamCity

Previous experience: Qt, qmake, Java, Python, OpenSSL, Maven, NetBeans, SVN

Work experience

Medical Technologies

Prague, Czech Republic

R&D Software Engineer

2017–2018 (12 months)

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

BTL India

Bangalore, India

R&D Software Engineer

2016–2017 (12 months)

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

Hobrasoft

Rožnov pod Radhoštěm, Czech Republic

Software developer

2015–2016 (11 months)

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

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

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

Education

Charles University

Master (Theoretical Computer Science)

Prague, Czech Republic

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

Bachelor (Mathematical Informatics)

Brno, Czech Republic

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: low-cost