Filip Bártek

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Work experience

CERN   **Geneva, Switzerland**
Summer Student (internship)   *2013 (10 weeks)*
Extension of Clang Static Analyzer, a static program analysis tool wirtten 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, document preparation, cooperation with a team in the United States
Technologies: C++, Visual Studio 6, SVN, Serena Dimensions, Windows

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]

Computer skills

Extended experience: C++, Clang Static Analyzer, Python, Git, Windows

Basic experience: C, C#, Visual Studio, Java, Unreal Development Kit, Unity, GameMaker: Studio, SVN, JIRA, Linux, LATEX

Languages

English: Expert
- Duolingo Proficiency Exam in English: 10.0 / 10.0

Czech: Native speaker

Spanish: Beginner

Interests

Games: computer, independent, experimental; development

Culture: contemporary, alternative

Travelling: intensive, low-cost