ADAM HAJEK

Software engineer

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LANGUAGES

C/C++
Java
Bash
Assembly
Python

LIBRARIES / FRAMEWORKS

Depigen
Ncurses
Curl
Angular
Spring

TECHNOLOGIES

Git
CMake
Kubernetes
Atlassian
Jenkins

EXPERIENCE

3/2023 – 4/2024   **Junior Embedded Software Engineer**   **ComAp a.s.**

Collaborated across three dynamic development teams, initiating my journey within a compact team of five, focusing on embedded display solutions. Within four months, my role expanded as I transitioned to a more substantial team comprising 12 members, dedicated to advancing hybrid control units. Here, I spearheaded the development of a robust, time-efficient solution and undertook a comprehensive overhaul of legacy code, integrating advanced, safety-oriented C++ design patterns. This period also marked my elevation to the role of CI/CD master, a distinction I proudly maintained until the conclusion of my tenure. In 2024, my expertise was further leveraged within a specialized marine development team of ten, where I was instrumental in the design and deployment of innovative PLC blocks and pioneering smart charging systems for marine applications.

```
C/C++  /  CMake  /  Depigen  /  Assembly  /  ARM  /  ST  /  Renesas
```

6/2022 – 9/2022   **6 minut pro zdravi**   **6minutprozdravi.cz**

Developed a full-stack application with a .NET back-end RESTful API and an Android front-end, designed to monitor and report users' walking speeds directly to their pediatricians. The app is optimized for cloud deployment.

```
.NET  /  Angular
```

PROJECTS

11/2022 – 12/2023   **Reservantor**   **Technology Java - FIT CTU**

Developed "Reservantor," a scalable reservation system's backend RESTful API with SQL database support, serving Trainees and Coaches and facilitating Trainee matches. Utilizes CLEAN architecture for maintainability, complemented by comprehensive unit, integration, and system testing.

```
Java  /  Springboot
```

2/2023 – 3/2023   **WallpaperSwapper**   **Free and Open Source Software**

Developed a wallpaper changer that fetches the daily Astronomical Picture of the Day from NASA's API, adjusts it to the desired resolution, and automatically updates the desktop background daily.

```
C++
```

3/2022 – 6/2022   **Bomberman**   **Programming and algorithmization - FIT CVUT**

Developed a console clone of the original Bomberman game featuring enemy AI for pathfinding and attacking, local multiplayer, and various levels.

```
C++
```

EDUCATION

2021 – 2023 – 2025   **Bachelor's Degree**   **Czech Technical University - Faculty Of Information Technology later Unicorn University**

Studying Software Engineering. In year 2023 left CTU and joined Unicorn University.

LANGUAGES

Czech - native
English - C1 (CAE)
German - B2 (DSD1)

HOBBIES

In my spare time, I sometimes develop software for my own usage in my Linux system and partake in competitive programming.

NON PROFIT

I partake in my badminton club as a group coach.