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 **C/C++ Embedded Software Engineer** **ComAp a.s.**

- Collaborated with three dynamic development teams; began with a five-member team on embedded display solutions.
- Transitioned to a 12-member team within four months, focusing on hybrid control units.
- Participated in the development of a time-representation and contributed to the overhaul of legacy code, using safety-oriented C++ design patterns.
- Achieved the role of CI/CD master, a title maintained until the end of my tenure.
- Contributed to a marine development team of ten in creating and deploying innovative PLC blocks and smart charging systems for marine use.

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.