



Jan Sokol

Resumé

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Education

- 2010–2014 **Střední Průmyslová Škola Elektrotechnická**, *field of study: Automation and Computer Engineering*, Pardubice.
Audio amplifier with remote control built using Arduino platform with code written in C language. **[thesis in Czech]**
- 2014–now **CTU, Faculty of Information Technologies**, *field of study: Information Technology*, Prague.
Pacman game written v C++ using ncurses libraries for *NIX systems; MIT license. **[git repo]**
Pentesting of MARAST (internal school system). **[report]**
Bachelor thesis: Infrastructure for automated instalation of servers – PXE, Ruby, Foreman; **[git repo]**
- 2017–now **University of Copenhagen**, *Masters field of study: Computer Science*, Copenhagen.
projects: Interpreter and Parser for JavaScript written in Haskell

Work Experience

- 2013, 2014 **Technician**, *JZ systém, s.r.o.*, Prague.
Instalation and deployment of BTS devices for Telefonica O2.
- 2015–Feb 2017 **DevOps**, *CDN77*, Prague.
DevOps/sysadmin on backend of a CDN product.

Hard Skills

Languages

Czech	C2	native speaker
English	C1	advanced (TOEFL iBT 86 points)

Computer Skills

Coding skills C / C++ STL, functional (Haskell/Erlang) **[github profile]**

Shell scripting Bash (+++), Python (++), Ruby (+),

Unix administration Linux - Debian, Docker, SaltStack/Ansible, KVM, Apache/Nginx, MySQL, hadoop (basic)

Network skills Good understanding of TCP/IP, BGP & other routing protocols, vlan, bonding, interest in DDoS mitigation,

Others Vim (<3), git/svn,

———— Others

Driving license, group B, active driver