jakubjantosik

software engineer

about

Eindhoven
Netherlands

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languages

Proficient in English
Basic German

programming

JavaScript, TypeScript
(ES5, node.js)
React, Vue 2
C, Rust, Java (Groovy)
Vulkan

interests

travelling, programming in general, web development, computer graphics, computer vision, fitness, tennis, game development, Linux, web design

education and certificates

2017	**AWS Certified Developer – Associate** Amazon certification	Amazon Web Services
2017	**Programming in HTML5 with JavaScript and CSS3** Exam 480, Microsoft certification	Microsoft
2014-2016	**Mgr. - Applied Informatics** Thesis: Robot Karel (Javascript interpreter)	Faculty of Mathematics, Physics and Informatics
2011-2014	**Bc. - Applied Informatics** Thesis: Vector editor for lower secondary school	Faculty of Mathematics, Physics and Informatics
2011	**National comparative exams** NSZ Mathematics	SCIO
2008	**First Certificate of English** Cambridge ESOL Level 1 Certificate	University of Cambridge - ESOL Examinations
2003-2011	**University preparation**	Gymnázium Bilíkova

experience

Philips - Software engineer

- Since 2017 as Accenture contractor
- Design, develop web-scale microservices on AWS
- Working with serverless AWS services: Lambda, DynamoDB, SQS, Kinesis, S3
- Heavy focus on IoT and RESTful APIs, infrastructure and simple deployment
- Creation of reusable node modules
- Delivering working prototypes and proof-of-concepts
- Active participation in hackathons

Accenture - Software engineer

- Since 2016
- Working on prototypes using Tensorflow, React, Angular 2

personal projects

JVec

- web vector graphics editor

- used technologies: JavaScript, jQuery, PHP, Bootstrap 3, Google Fonts API

Distinguishing paintings from photographs

- using multiple features application differentiates the images of real scenes from the paintings
- option to train the classifier with the custom database of images
- implementation is based on paper written by Florin Cutzu, Riad Hammoud, Alex Leyk
- used technologies: Matlab

Robot Karel

- educational programming environment
- user creates programs that control the robot by manipulating the puzzle-like blocks
- the blocks are translated into JavaScript which is interpreted by my own sandboxed interpreter
- used technologies: WebGL, JavaScript, jQuery, PHP