jakubjantosik
software engineer

about
Eindhoven
Netherlands

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languages
Proficient in English
Basic German

programming
JavaScript, TypeScript
(ECMAScript, node.js)
React, Vue 2
C, Rust, Java
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

- Develop new generation HealthSuite platforms
- Design microservices with serverless architecture to achieve robust systems
- Working with: AWS, Linux, DynamoDB, Lambda, CloudFormation, Serverless, Serverless Framework, NodeJS, JavaScript, TypeScript, JMeter, Jenkins, CI/CD, Microservice, Serverless Architecture, TDD (Test-driven development)
- Fully automating build pipeline process maintaining security and HIPAA, GDPR compliances
- Heavy focus on IoT and RESTful APIs, infrastructure and simple deployment
- Creation of reusable node modules
- Delivering working prototypes and proof-of-concepts

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