Jan Procházka

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Technical skills

- Proficient in: Rust, TypeScript
- Familiar with: HTML/CSS, React, Go, SQL, Python, Git, Docker

Work Experience

- **Keboola**   July 2021 – Present
  Software Developer, Remote
  - Worked closely with a small team consisting of designers and UI developers to bring an orchestration task builder and visualizer with a drag-and-drop style interface from concept to production.
    (**TypeScript**, **React**)
  - Built and deployed a high-throughput **API** for buffering events, transforming them using a templating language, and uploading them to the user's project for further processing.
    (**Go**)
  - Developed various **CLI** tools for interacting with Keboola's APIs, both for use in internal build pipelines and to enable critical use cases for users.
    (**Go**, **Rust**)
  - Worked on internal tooling and **CI/CD** pipelines, with a focus on improving code quality and reducing build times.
  - Used **Sentry**, **Papertrail**, and **Datadog** to monitor and debug production systems.

Projects

- **Mu** - *https://github.com/jprochazk/mu*
  - Programming language written in **Rust** meant for embedding within applications as a scripting layer, with an emphasis on ease of use.
  - Heavily inspired by Python and JavaScript in both design and implementation.

- **EverCrawl** - *https://github.com/EverCrawl/game*
  - 2D side-scrolling online multiplayer game built to run in a web browser.
  - **WebGL** graphics, networking using **WebSockets**, automated deployment using **GitHub Actions**, streamlined asset pipeline and content creation workflow using a loosely-coupled entity-component-system architecture and various custom plugins for sprite and level editors.

- **packetc** - https://github.com/EverCrawl/packetc
  - Schema-based code generator for serialization of data using a simple binary format.
  - Compiler and code generator written in **Rust**, targeting Rust and TypeScript.

- **tedit** - *https://github.com/jprochazk/tedit/tree/543cf3f65e*
  - Tile-based level editor written in **C++** using OpenGL and ImGui.