

# Samuel Stuchlý

## Curriculum Vitae

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in samuel-stuchly-83b5b5225

SamuelStuchly



## Education

- 2012–2017 **Bilingual High School of st. Edith Stein, Košice, Slovakia.**  
English language
- 2016–2017 **High school Collegium of Anton Neuwirth, Košice, Slovakia.**
- 2017–2021 **Brno University of Technology, Brno.**  
Bachelors degree in Information Technology

## Experience

- 07-2019–01-2021 **Software engineer Intern, Red Hat, Brno, CCX Dev team.**  
Python programming and DevOps related tasks concerning Openshift.
- 02-2021– **Software engineer Intern, Red Hat, Brno, Cloud infrastructure team.**  
Contributing to Openshift's machine-api-operator and related repositories. Working with cloud platforms and their apis. Go programming. Openshift/Kubernetes.
- 07-2021–02-2022 **Kubernetes admin Scholarship, Brno University of Technology, Brno.**  
Cluster setup, deployment of applications and administration of an on-premise Kubernetes cluster for Brno University of Technology.

## Programming Languages/Tools

### University experience

- C
- C#, Java, Swift
- Python 3 - Django, Selenium, Numpy, Pandas
- Database - SQL/NoSql - PostgreSQL, MongoDB
- Kubernetes *Bachelor's theses – Setup of Application-Computation On-Premise Mini-Cloud Based on Kubernetes.*
- JupyterHub

## Internship experience

- Golang
- Docker/Podman
- Openshift      *Attended DO280 Red Hat OpenShift Administration II: Operating a Production Kubernetes Cluster.*
- Kubernetes/ Cluster-api project
- Google Cloud Platform
- Python 3 - Flask, Pytest
- Redis queue
- Jenkins
- Helm
- Prometheus
- Grafana
- Gitlab CI

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## Other Skills

- o Linux user experience (3 years)
- o Git
- o Jira - Issue tracking
- o Communication skills
- o Willingness to learn
- o Creativity
- o Drivers licence (B)

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## Languages

Slovak	Native language
Czech	C1
English	C1

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## Interests

- o Object oriented programming - Python, Java, Golang
- o Cloud platforms/services
- o Cloud native - development, orchestration - Openshift, Kubernetes, Containerization
- o Linux operating system
- o Gaming
- o Cinema