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# Jakub Kvita

## Education

- 2013 – present **M.Sc.**, *Brno University of Technology*, Faculty of Information Technology, Brno.  
Computer Graphics and Multimedia course.
- 2013 – 2014 **M.Sc.**, *University of South Wales*, Faculty of Computing, Engineering and Science,  
Cardiff, Great Britain.  
Exchange student, Erasmus programme.
- 2010 – 2013 **B.Sc.**, *Brno University of Technology*, Faculty of Information Technology, Brno.

## Experience

- june 2014 – present **Quality Assurance Engineer**, *Red Hat*, Brno.  
Internship at *Entitlement* team focused on Content and SKU testing - testing correctness of CDN content and subscriptions of customers in international team using Git, Bash and Python. Everyday communication with Chinese and American colleagues.

## Courses and Certificates

- june 2014 Computer Vision and Intelligent Computer Systems. Intensive course at *University of Burgundy, France*.
- may 2013 Cambridge ESOL FCE. *Certificate in english, level C1*.
- january 2013 Cisco Certified Network Associate. *Routing and Switching*.
- may 2012 Conflicts and Assertivity. *Soft skills course*.
- january 2012 Microsoft Certified Technology Specialist: Windows 7, Configuration.
- june 2009 Driving License.

## Languages

Czech	<b>native</b>	
English	<b>fluent</b>	<i>Level C1 certificate. Can use language flexibly and effectively.</i>
Russian	<b>pre-intermediate</b>	<i>Can understand and deal with most common situations.</i>
Slovak	<b>proficient</b>	<i>Able to communicate at social, academic and professional level.</i>

## Skills

- Languages Python, Java, C/C++, Bash, SQL, Javascript, HTML+CSS
- Software UNIX/Linux, Git, Trac, OpenGL, OpenCV, L<sup>A</sup>T<sub>E</sub>X, Matlab, Vim, Eclipse
- Concepts 3D modelling, rendering, computer vision, classification, threading, TCP/IP, network administration and security, databases, UML, software development

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## Bachelor thesis

Title	<i>Generator of 3D objects based on L-Systems.</i>
Supervisor	Lukáš Vrábel
Description	Interactive application for generating and viewing 3D models using OpenGL. System is able to model fractals and simulate growth of plants through L-system rules and turtle graphics.

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## Other Projects

C++, OpenCV	<b>Number Plates Recognition, 2014</b> , Brno University of Technology. Computer vision tool, which takes picture, detect licence plates and use classifier to recognize letters. Then write them in the image.
C++, rendering	<b>Raytracing Chess, 2014</b> , Brno University of Technology. Renderer of chess models which is customizable with setting positions of all the game pieces, colours, lights, etc. Most of the code is created from scratch.
Java, database	<b>Wineyard Management, 2014</b> , Brno University of Technology. Application for managing vineyards, connected to Oracle database as backend. Using spatial objects, images and work with temporal data.
C++, OpenCV	<b>Video Stabilization, 2014</b> , Brno University of Technology. Command line tool for stabilizing videos with a lot of options. Two different methods can be used - GrayCoded bitplane matching and KLT tracker with SVD. Team of 2 people.
C, interpreters	<b>Lua Interpreter, 2011</b> , Brno University of Technology. Compiler of part of Lua to intermediate code, which was then interpreted. Grammars, parsing and interpreting.

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## Qualities

Personal skills	Strong analytical and complex thinking, focused on solving the problem and keeping schedule, direct communication, self-reflection - can admit mistakes, open-minded.
International Experience	Lived and studied in Cardiff, The United Kingdom, for half a year at university with a lot of international students, including for example Brazilians and Malaysians. Attended course in France, for 14 days, with many European and Indian students. Working at Red Hat in international team and communicate every day with colleagues all around the globe - from Hungary and Russia to China, India and US.

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## References

### Liu Libin

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### Martin Kočí

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