Jakub Kvita

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Education

2014 – 2016 **Master of Science**
Computer Science
*B*rno University of Technology, Brno, Czech Republic.

2013 – 2014 **Master of Science**
Computer Science
*U*niversity of South Wales, Cardiff, United Kingdom.

2010 – 2013 **Bachelor of Science**
Computer Science
*B*rno University of Technology, Brno, Czech Republic.

Work experience

October 2016 – present

Vestorly, Inc.

Software Engineer

Working as an engineer in a NYC startup. Managing infrastructure like MongoDB, RabbitMQ, logs, monitoring, mostly AWS. Configuring scaling clusters, managing passwords and SSL certificates.

July 2015 – August 2015

CERN – European Org. for Nuclear Research

*O*penLab Summer Student

Located at Geneva, Switzerland, I worked in the *Cloud & Virtualization* team on configuring backends and backups for Openstack Cinder volumes. I used Ceph RBD and TSM clients for backends.

February 2015 – June 2015

Red Hat, Inc.

*Q*uality Assurance Engineer

I have been creating test cases for the Pulp project with REST API Python tests and Nosetests, and communicated with the developers.

June 2014 – January 2015

Red Hat, Inc.

*Q*uality Assurance Engineer

Content and SKU testing. Validating subscriptions of customers and CDN content with Python. Distributed team.

Languages

Czech	Native speaker.
English	Fluent. C1 certificate.
Slovak	Proficient.
Russian	Basic communication skills.

Courses and Certificates

2014 **Computer Vision and Intelligent Computer Systems**
Intensive course at *University of Burgundy, France.*

2013 **Cambridge ESOL FCE.**
Certificate in English, level C1.

2013 **Cisco Certified Network Associate**
Routing and Switching.

Software skills

Languages	Ruby, Shell, Python, SQL, C.
Software	Git, Linux, Ansible, RabbitMQ, AWS, MongoDB, OpenStack, Datadog, Flynn.
Concepts	Software infrastructure, DNS, networking, service reliability, scalability, deep learning.

School/Side Projects

2016

Masters Thesis

Image Captioning with Recurrent Neural Networks

LSTM models generating text on character level created in Torch. Experiments with initialization of the model by CNN output and bag-of-words vector for image captioning purposes.

2013

Bachelors Thesis

Generator of 3D objects based on L-Systems

Interactive application for generating and viewing 3D models using OpenGL. Fractal modeling and plant growth simulation through L-system rules.

2011

Course project

Lua Interpreter

Terminal interpreter of Lua. Parsing code, syntax check, compilation and interpretation of the intermediate code.