

Jakub Kvita

EDUCATION

- 2014 – 2016 **Master of Science**
COMPUTER SCIENCE
Brno University of Technology.
Brno, Czech Republic.
- 2013 – 2014 **Master of Science**
COMPUTER SCIENCE
University of South Wales.
Cardiff, United Kingdom.
- 2010 – 2013 **Bachelor of Science**
COMPUTER SCIENCE
Brno University of Technology.
Brno, Czech Republic.

WORK EXPERIENCE

OCTOBER 2016 – PRESENT

Vestorly, Inc.

Infrastructure Engineer

New York, USA. Small SaaS business running Ruby on Rails microservices. Infrastructure management and automation - DNS, networking, site monitoring and migration from Heroku to Docker and Kubernetes using Deis Workflow platform.

JULY 2015 – AUGUST 2015

CERN – European Org. for Nuclear Research

OpenLab Summer Student

Geneva, Switzerland. I worked in the Cloud & Virtualization team on configuring backends and backups for Openstack Cinder volumes. (Tape storage and massive HDD arrays.)

FEBRUARY 2015 – JUNE 2015

Red Hat, Inc.

Quality Assurance Engineer

Brno, Czech Rep. Writing test cases for Pulp project. I worked on REST API Python tests, using Jenkins and Gerrit.

JUNE 2014 – JANUARY 2015

Red Hat, Inc.

Quality Assurance Engineer

Brno, Czech Rep. Testing subscriptions of customers and CDN content using Python. Planning in Redmine/Trac and Bugzilla. Distributed team.

LANGUAGES

- CZECH First language.
- ENGLISH Fluent. Cambridge English C1.
- SLOVAK Proficient.
- RUSSIAN Basic communication skills.

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COURSES AND CERTIFICATES

- 2014 **Computer Vision and Intelligent Computer Systems**
Intensive course at *University of Burgundy.* Le Creusot, France
- 2013 **Cambridge ESOL FCE.**
Certificate in English, level C1.
- 2013 **Cisco Certified Network Associate**
CCNA Routing and Switching.

SOFTWARE SKILLS

- LANGUAGES Ruby, Bash, SQL, C.
- SOFTWARE Git, Linux, Rails, AWS, Kubernetes, Ansible, MongoDB, Redis, Datadog, OpenStack.
- CONCEPTS Web applications, networking, DNS, reliability/scalability, machine learning.

SCHOOL/SIDE PROJECTS

2017

Release notes generator

Release notes generation from merged pull requests. Using Github API. Triggering through CI/CD webhooks and scheduled time.

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.