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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 *Subscriptions* team focused on Content and SKU testing - testing CDN content and subscriptions of customers with Python in international team. Everyday communication with Chinese and American colleagues. From February, switching to different team to learn more about quality engineering.

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	native	
English	fluent	<i>Level C1 certificate. Can use language flexibly and effectively.</i>
Russian	pre-intermediate	<i>Can understand and deal with most common situations.</i>
Slovak	proficient	<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^AT_EX, Matlab, Vim, Eclipse
- Concepts 3D modelling, rendering, computer vision, classification, threading, TCP/IP, network administration and security, databases, UML, software development

Bachelor thesis

Title	<i>Generator of 3D objects based on L-Systems.</i>
Supervisor	Lukáš Vrábek
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.

Other Projects

C++, OpenCV	Number Plates Recognition , 2014, 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	Raytracing Chess , 2014, 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	Wineyard Management , 2014, 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	Video Stabilization , 2014, 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.
Python, OpenCV	Video Filtering , 2014, Brno University of Technology. Video player, which can apply in real time image filters, e.g. blurring and sharpening, Canny, histogram equalization, etc.
C, interpreters	Lua Interpreter , 2011, Brno University of Technology. Compiler of part of Lua to intermediate code, which was then interpreted. Grammars, parsing and interpreting.

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.

References

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