

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 2017 – PRESENT

Vestorly, Inc.

Infrastructure Engineer

Czech Republic. Working remotely from Czech Republic within the same team as before. Managing CircleCI pipeline upgrades and continuing with Docker/Kubernetes migration.

OCTOBER 2016 – SEPTEMBER 2017

Vestorly, Inc.

Infrastructure Engineer

New York, USA. I worked on infrastructure and automation of SaaS platform - AWS configuration, DNS management, CI/CD pipeline, email delivery and migration from Heroku to Kubernetes.

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.

JUNE 2014 – JUNE 2015

Red Hat, Inc.

Quality Assurance Engineer

Brno, Czech Republic. Writing test cases for Pulp project and validating CDN and customer subscriptions. Automation with Python test frameworks.

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, Nginx, CircleCI AWS, Docker, Kubernetes, Prometheus, Ansible, MongoDB.
CONCEPTS	Containers, CI/CD, DNS, web applications, networking, reliability, scalability.

SCHOOL/SIDE PROJECTS

2017

Release notes generator

Release notes generation based on merged pull requests using Github API. CI/CD webhooks and time based triggers.

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.