## 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 bussiness built on Rails. I managed infrastructure and automation - DNS, CI/CD pipeline, networking, site monitoring and migration from Heroku to Docker and 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. (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, Ansible, Rails,

AWS, Docker, Kubernetes, Prometheus, MongoDB, Redis.

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. 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.