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 using 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 — Native speaker.

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, Python, SQL, C.

SOFTWARE — Git, Linux, Rails, Ansible, AWS, Kubernetes, MongoDB, Redis, Datadog, OpenStack.

CONCEPTS — Web applications, DNS, network administration, site reliability, scalability, machine 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

Usable Lua Interpreter. Parsing code, syntax check, compilation and interpretation of the intermediate code. Not very fast though.