Jakub Kvita

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Education

2013 – 2016 **Master of Science**
Computer Science
Brno University of Technology, Brno, Czechia.

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, Czechia.

Work experience

July 2015 – August 2015
CERN – European Org. for Nuclear Research
OpenLab Summer Student

Located at Geneva, Switzerland, I worked in the *Cloud & Virtualization* team on configuring backends and backups for Openstack Cinder volumes. I used Ceph RBD and TSM clients for backends.

February 2015 – June 2015
Red Hat, Inc.
Quality Assurance Engineer

Internship at *REST* team - we had been creating test cases for the Pulp project with REST API Python tests, Nosetests and communicated with the developers.

June 2014 – January 2015
Red Hat, Inc.
Quality Assurance Engineer

Internship at *Subscriptions* team - content and SKU testing. Testing subscriptions of customers and CDN content with Python and Redmine+Trac. Team was scattered around the world with members in China, India, US and Europe.

Courses and Certificates

2014 **Computer Vision and Intelligent Computer Systems**
Intensive course at University of Burgundy, France.

2013 **Cambridge ESOL FCE.**
Certificate in English, level C1.

2013 **Cisco Certified Network Associate**
Routing and Switching.

2012 **Microsoft Certified Technology Specialist**
Windows 7, Configuration.

Communication skills

Czech	Native speaker.
English	Fluent. C1 certificate.
Slovak	Proficient.
Russian	Basic communication skills.

Software skills

Languages	Python, Lua, Java, C, shell, SQL.
Software	Torch, Git, OpenStack, Linux, Trac, OpenGL, OpenCV.
Concepts	Machine learning, quality assurance, computer vision, virtualization.

Projects

2016
Masters Thesis
Image Captioning with Recurrent Neural Networks

RNN-LSTM models generating text on character level created in Torch. Experiments with initialization of the model by CNN output and bag-of-words vector to create image captions.

2013
Bachelors Thesis
Generator of 3D objects based on L-Systems

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.

2011
Course project
Lua Interpreter

Command-line interpreter - parse input, check syntax, compile to intermediate code and interpret it. Interpreter can deal with most common features of Lua like variables, cycles, functions, etc.