Martin Žilák
software developer

contact

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http://zilak.sk
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languages

english *fluent*
slovak *native*

skills

Java
Kotlin
JavaScript
TypeScript
Vue
Angular
SQL
Python

hobbies

cooking
reading
bodybuilding

experience

since 2018	**Software Developer**	ARTIN

Developing commission-based software products in various programming languages with primary being Java EE

2017-2018	**Software Developer**	Institute of Computer Science MU

Building a metadata editor for digital libraries in Java & Angular 4

2015-2016	**QA Engineer**	Red Hat

Writing functionality and unit tests for Business Central web application in Java & Selenium

education

since 2017	**Master Studies**	Faculty of Informatics, Masaryk University in Brno

Computer Science

2018	**Erasmus+ Exchange**	University of Pavia, Italy

Computer Science and Management

2014-2017	**Bachelor's Degree**	Faculty of Informatics, Masaryk University in Brno

Computer Science

projects

2018	**Instagram Photo Recommender**	GitHub repository

programmer

An application designed to analyze a given Instagram profile and recommend photos from your photo library that would fit that profile the most based on multiple criteria. Built in Python and deployed to Heroku. *(team of 4)*

2017	**d3Heatmap**	GitHub repository

programmer

A widget for viewing network traffic using a heat map graph made as a part of Bachelor's thesis. The widget was then added to a suite of network monitoring tools, Stream4Flow. Built in JavaScript, HTML and CSS.

2015	**Silverspoon Visualizer**	GitHub repository

programmer

An application generating a graphical representation of a Camel route on various single board computers. *(team of 3)*

2013	**Dungeon Madness**	dungeonmadness.com

500,000+ Downloads on Google Play | 5,000+ Downloads on iTunes Store
assistent programmer, level design, audio design, testing

Roleplaying game with average rating of 4+ stars and average time played of 58 minutes per install. Provides more than 7 hours of content. *(team of 3)*