# Martin Žilák
## software developer

### contact
Sládkovičova 5
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http://zilak.sk
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### languages
**english** *fluent*
**slovak** *native*

### skills
Java
Python
Angular
HTML
CSS
JavaScript

### hobbies
cooking
reading
bodybuilding

## experience

| 2017-2018 | **Data Security and Management** | Institute of Computer Science MU |
|---|---|---|

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

| 2015-2016 | **JBoss BRMS Quality Assurance** | 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 |
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Computer Science and Management

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

Computer Science

## projects

| 2017 | **d3Heatmap** | GitHub repository of Stream4Flow |
|---|---|---|

*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.

| 2017 | **zilak.sk** | zilak.sk |
|---|---|---|

*programmer*

A multilingual personal portfolio created in modern web technologies.

| 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)*