

Martin Žilák

software developer

contact

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languages

english *fluent*
slovak *native*

skills

Java
Python
SQL
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

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|------------|---------------------------------|--|
| 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

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|------|--|----------------------------------|
| 2017 | d3Heatmap | GitHub repository of Stream4Flow |
| | <i>programmer</i> | |
| | 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 |
| | <i>programmer</i> | |
| | A multilingual personal portfolio created in modern web technologies. | |
| 2015 | Silverspoon Visualizer | GitHub repository |
| | <i>programmer</i> | |
| | An application generating a graphical representation of a Camel route on various single board computers. (<i>team of 3</i>) | |
| 2013 | Dungeon Madness | dungeonmadness.com |
| | 500,000+ Downloads on Google Play 5,000+ Downloads on iTunes Store | |
| | <i>assistent programmer, level design, audio design, testing</i> | |
| | Roleplaying game with average rating of 4+ stars and average time played of 58 minutes per install. Provides more than 7 hours of content. (<i>team of 3</i>) | |