

Martin Žilák

contact

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languages

english *fluent*
slovak *native*

skills

Java
Kotlin
JavaScript
React
Vue.js
AngularJS
SQL
Python

hobbies

cooking
reading
bodybuilding

experience

- since 2018 **Full-stack Software Developer** ARTIN
Designing and developing full-stack commission-based software products in Java, Kotlin, Vue.js and React
- 2019 **Project & Team Leader** ARTIN
Analysing requests from end users, designing and distributing them as tasks, reviewing and accepting merge requests for those task, deploying new versions of the product (*leading a team of 7*)
- 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.
- 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*)