Mark Nemec

▬▬ Education

2011–2015 **BSc Computer Science**, *University of Edinburgh*, Edinburgh.
- Year 3: 79% average
- Year 2: 90% average
- Year 1: 80% average

▬▬ Experience

2014 **Functional Programming Tutor**, *The University of Edinburgh*, Edinburgh.
Tutor for a first year course on functional programming with Haskell.

2013 and 2014 **Data Acquisition Intern**, *Skyscanner*, Edinburgh.
Worked on an automated price accuracy framework using Selenium. As a returning intern I also helped with the training of new interns.

2013–2014 **Undergraduate Software Engineer**, *Skyscanner*, Edinburgh.
Was offered a part-time position after first internship with Skyscanner. Most of the work revolved around writing and maintaining scrapers in Python but got involved in several other projects as well.

- Price parsing algorithm that can deal with most currencies and price formats;
- Script fetching many concurrent requests using Python 3 asyncio library;
- Worked with multiple web frameworks: Flask, Django, Angular;
- Developed a Sublime Text plugin used by the team;

2013 **Part-time Developer**, *Danger Farms*, Edinburgh.
Worked part-time on multiple Django apps with Danger Farms while in second year of university. Learned to work with multiple web frameworks such as Django and Flask and became proficient in Python.

2012 **Intern**, *ArcGEO*, Bratislava.
Created and designed a prototype for an Android app called tourcentrope. The app was aimed at tourism on the borders of Slovakia, Czech Republic, Austria and Hungary. Worked on all aspects of the app - from software architecture to user interface.

▬▬ Projects

WindSol.
Created back-end and front-end for a weather station prototype.

hitax.
Web app for viewing syntax-highlighted code, using Dropbox Datastore API.

 Bajkom k tajchom iOS App.
Written to learn how to program with the programming language Swift and Apple's layouting engine AutoLayout. *Work in progress.*

 Mopsy.
Front end client for mopidy developed with ReactJS, Gulp and Bootstrap. *Work in progress.*

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Computer skills

Extensive	**Python, Java, Javascript, SQL, shell, git**
Familiar	**C, Swift, Objective-C, Haskell**
Web	**HTML, CSS, Django, Flask, ReactJS, AngularJS**
Mobile	**iOS, Android**
OS	**OS X, *nix, Windows**

Awards

2014 **Netcraft Prize**, *Netcraft*.
The Netcraft Prizes are awarded to the 6 undergraduate students with best performance in third year.

2012 **Best Game Prize**, *The University of Edinburgh*.
Manager and developer of a team that was awarded the prize for the best game.

Volunteering

2010 **Interfaith Gardening Project**, *IVS*.
The aim of the project was to help upkeep buildings of various religions and meet people from different cultures.

Languages

English	**Fluent**
Slovak	**Native Speaker**
German	**Conversational**

Interests

Running, Concertgoing, Board games, Snowboarding