Ondrej Hirjak

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EDUCATION

Slovak University of Technology in Bratislava, Slovakia Faculty of Informatics and Information Technologies

09/2006 - 06/2008	Software Engineering, Master degree program (Ing., MEng.)
09/2002 - 06/2006	Software Engineering, Bachelor degree program (Bc., BEng.)

WORK EXPERIENCE

Software Engineer, Self-Employed, Slovak Republic
Software Engineer, Unicorn Systems s.r.o., Slovak Republic
Software Engineer, Tempest a.s., Slovak Republic
Teaching Assistant, Slovak University of Technology in Bratislava, Slovak Republic
Software Engineer Intern, NVIDIA Corporation, US
Software Engineer, Tempest a.s., Slovak Republic
Software Engineer, Digital Systems s.r.o., Slovak Republic
Software Engineer, Isotoxin Industries s.r.o., Slovak Republic

LANGUAGE SKILLS

Slovak Native speaker

English Advanced (Oral Fluency, Written Fluency)
German Intermediate (Oral Basics, Written Basics)

COMPUTER SKILLS

Programming Languages: C/C++, Java, Bash, SQL and other

Technologies: OpenGL, GLSL, Tomcat, Oracle DB, Android, XML, TCP/IP, Git and other

Tools: Microsoft dev. tools, GNU dev. tools, CASE design tools, Office SW

Other: Windows OS (user, developer), Linux (user, developer), MacOS (user, developer)

OTHER

Driving license for vehicles up to 3.5t.

Attended art school ZUŠ Moyzesova in Prešov, Slovakia for 10 years.

Member of ACM (Association for Computing Machinery, http://www.acm.org/).

Member of university team at the ACM Central European Programming Contest (Budapest 2004, Warsaw 2003).