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

01/2012 – Present	Software Engineer, V-LS GmbH, Austria
06/2011 – 12/2011	Software Engineer, Unicorn Systems s.r.o., Slovak Republic
03/2009 – 05/2011	Software Engineer, Tempest a.s., Slovak Republic
09/2009 – 12/2010	Teaching Assistant, Slovak University of Technology in Bratislava,Slovak Republic
08/2008 – 12/2008	Software Engineer Intern, NVIDIA Corporation, US
12/2006 – 06/2008	Software Engineer, Tempest a.s., Slovak Republic
07/2005 – 11/2006	Software Engineer, Digital Systems s.r.o., Slovak Republic
05/2004 – 06/2005	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).