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## Education

**Field of study: Mechanical engineering with high school diploma**

**Secondary technical school Mladá Boleslav**

2008 –2012

## Skills

Java, JavaScript

HTML, CSS

MySQL, Spring Boot

OOP

## Additional knowledge

MS Office (Word, Excel, Powerpoint, Outlook)

Design software: CATIA V5

Driving license - B

## Languages

Czech - native speaker

English - B2

# PETR HRUBÝ
## Software developer

## 👤 Profile

After a decade in the position of 'Designer of single-purpose machines', my career goal is now to change fields and enter IT as a backend developer. I am looking for an environment where I can further develop and learn. I would like to apply my communication skills and ability to work in a team.

From a new job position, I expect the joy of learning new things and the supply of new skills and experience.

## 💼 Employment history

**2024 – 2013**

**Alnec s.r.o**
designer of single-purpose machines
- Preparation of 3D models and drawing documentation
- Communication with customers
- Management and planning of production of designed models

**2013 – 2011**

**T-Systems Czech Republic a.s.**
Trainer with CATIA and NX software
- Preparation of demonstrations and presentations about CATIA V6
- Preparation of materials for training new SIEMENS NX technologies

## 📖 Courses and training

**2024**

**ITnetwork**
Web Application Programmer (Java)
- E-learning lessons including: HTML, CSS, Bootstrap, Basics of Java, OOP in Java, Java Collections, Streams, MySQL in Java, Basics of Spring Boot and Hibernate, Basics of JavaScript and Basics of React
- The course also requires you to create your own project and take a final exam

**2017**

**Scout instructor course - Gemini**
Instructor School
- The course included educational areas such as: HR, planning, personality and ethics of the instructor, individual work with participants - consultation, etc.
- The course ended with an instructor's exam

## 🏅 Interests

For a long time, I was involved in scouting, where in addition to preparing camps and leading the troop, I was also the district's educational reporter. For several years I ran my own training course with a team of twenty people.

In my spare time I create PixelArt sprites and animations. As a graphic designer, I regularly participate in the 'Ludum Dare game jam', where the task is to create a game in one weekend. This experience was one of the reasons I got into programming.