



Pavel Reichl

SOFTWARE ENGINEER



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PROFILE

I am a software engineer interested in system and security software and also generally in Linux programming, and open source. I have a background of a game developer which gave me experience with optimization and computer graphics. I am looking for new challenges.



LANGUAGES

CZECH ★★★
Native

ENGLISH ★★★
Working Proficiency

GERMAN ★☆☆
Elementary Proficiency



WORK EXPERIENCE

OCT 2013-MAY 2016 | **RED HAT**, BRNO

SOFTWARE ENGINEER

Designing and developing new features with emphasis on product security and performance, code reviewing, bug fixing, testing, helping users and support engineers with troubleshooting, participating in planning and documentation processes, releasing one of RH's OS libraries.

🔧 C|Git|Fedora|Python|BASH|LDAP|Kerberos|PAM|Autotools, Github|Unit Testing

📁 Projects

SSSD is a system daemon. Its primary function is to provide access to identity and authentication of remote resources.

pam_hbac is a PAM account module that evaluates HBAC rules stored on an IPA server.

SEP 2011-JAN 2013 | **SEZNAM.CZ**, BRNO

SOFTWARE ENGINEER

Member of a tech team responsible for maintaining and developing new tools/libraries for other developers. Also maintenance of high-traffic web applications. (novinky.cz, sport.cz, super.cz)

🔧 C/C++|Python|Git|Debian|BASH|SQL|SVN|SCRUM|XML|JSON

JUN 2008-NOV 2010 | **HAMMERWARE**, S.R.O., BRNO

GAME DEVELOPER

Development of cross-platform games – programming, debugging, optimization and testing.

🔧 C++|SVN|Ogre|XML

📁 Projects

Family Farm Innovative sim/tycoon game in the setting of 19th century farmstead for PC, Mac and Linux.

JUN 2007-OCT 2007 | **HANDJOY**, BRNO

GAME DEVELOPER

One time contract on a single project.

🔧 C++|OpenGL|SDL



EDUCATION

2010-2013 | **MASARYK UNIVERSITY**, BRNO
MASTER'S DEGREE OF APPLIED INFORMATICS
Thesis: *Procedural modelling of buildings*

2005-2008 | **MASARYK UNIVERSITY**, BRNO
BACHELOR'S DEGREE OF APPLIED INFORMATICS
Thesis: *Octree-based Ray Tracer*