



# Pavel Reichl

## SOFTWARE ENGINEER



### NAME

Pavel Reichl



### ADDRESS

Czechia



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### LINKEDIN

cz.linkedin.com/in/pavelreichl



### GITHUB

https://github.com/preichl



## 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 always eager to learn new things.



## LANGUAGES

CZECH  
Native



ENGLISH  
Working Proficiency



GERMAN  
Elementary Proficiency



## WORK EXPERIENCE

JAN 2017-NOW | **RED HAT**, REMOTE

### QUALITY ASSURANCE ENGINEER

Creating new tests for new features and automation of CVE reproducers for JBoss Core Services. Investigating and debugging complex issues. Execute test automations and verify bug fixes in regular cycles. Designing a multi platform test suite based on CMake for testing of OpenSSL exploits, LibXML exploits and Apache HTTP Server modules.

🔑 JAVA | Groovy | Jenkins | C | Git | RHEL | Fedora | Python | BASH

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 | Github | PAM | Autotools | Unit Testing

### Projects

*SSSD* is a system daemon which 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. Previously 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 | STL | Boost | XML



## 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*