

René Doháň

Software Developer

From 2005

Engineering and Design.



I enjoy using my mind to create and improve software.

Originally from Slovakia, I now work remotely from different parts of the world.

I've been developing software since 2005, starting with desktop apps and moving on to web/server projects, and now focusing on mobile apps.



I got into computers when I was 12.

In school, we had a PMD 85 computer where I learned to run and edit simple programs and games in BASIC.

My first personal computer was an Atari 1024 STFM, way ahead in graphical interface compared to the early Windows.

At 15, I worked in a restaurant with my dad and bought a PC 386SX.

I took it apart, put it back together, messed with the BIOS, and accidentally broke the hard drive. I started coding in Turbo Assembler and Pascal.

My first program was a sort of virus, considering my age, it felt like a cool achievement.

My early IT jobs were hands-on with hardware, assembling desktop computers, installing software, setting up networks, and providing technical support and repairs.

Later on, I ventured into website development and even created web games using JavaScript and PHP.

My first foray into mobile software was in 2004 when I wrote a game called "5 in a row" or Gomoku for J2ME on my Sony Ericsson.

I designed it with computer logic to challenge myself. A friend connected me with QualityUnit, and that's where my career as a software developer took off.

Native android music production apps focused on live audio recording and processing

- [Mix & FxRack Apps](#) Audio apps for android

Renetik Software

Development on Renetik Software music apps december 2023 - april 2024

Biolling

Development for Biolling as part of Sequenex team september 2022 - december 2023

Development of native iOS apps and SDK & apps for medical devices

- [Development of sdk and apps for Biolling](#) iOS and Android SDK for medical devices, specifically designed for glucose scanning

Work on Android app, Backend and Database

- [Sensoneo OLO Passport App, Server API, DB](#) Electronic Waste collection android app, .Net backend, SQL database

Sensoneo

Development for Sensoneo march 2022 - ...

Renetik Instruments

Android apps for music production & website march 2021 - april 2022

I made complete project of apps & web & all graphics & design

- [Renetik Instruments](#) Music Production Android Apps & Website

Full-time external contract work as lead developer on mobile apps for SODB 2021

- [For SODB 2021](#)
- [Android & iOS apps](#): Census of Republic of Slovakia, native mobile applications iOS & Android

SODB 2021

Android & iOS native apps for census, contractor Plaut / Bowbook jul 2020 - march 2021

Renetik Software

Software developer 2019 - 2020

Native Mobile and Web frontend developer with touches on backend when necessary

- [Charts for Bot Media](#): Configurable Vue.js chart component using chart.js and written in typescript
- [Om Writer](#): Android app in Kotlin, released as first application by Renetik Software

Mobile, Web and backend developer

- [Hand Write](#): Android app in Kotlin, web in Vue.js (Typescript), backend developed with Firebase
- [Property Farmer](#): Android app in Kotlin, Amazon S3 storage, Spring backend hosted on Heroku

T.Johnson Marketing

Freelance software developer 2018 - 2019

Moto portal s.r.o

iOS developer 2017 - 2020

Motorkari.cz for iPhone & iPad

- [Motorkari](#): iPhone and iPad app originally in Objective-C, now rewritten to Swift

Rcherz iOS & Rcherz Android & Rcherz Scoring Android

- [Rcherz iOS](#): big iPhone / iPad app written in Objective-C
- [Rcherz Android](#): large Android application written in Java
- [Rcherz Scoring](#): mission critical app for Android used for scoring competitions

Bowbook, s.r.o.

Mobile applications developer 2014 - 2021

Renetik Software

Independent software developer 2011 - 2016

Working on iOS and Android libraries and other hobby projects

- [Renetik Android](#): Software library written in Kotlin used as base for my professional projects
- [Renetik iOS](#): Software library in Objective-C and Swift, used in my professional projects
- [Force Unit](#): Small desktop application for MacOS written in objective-c

Worked on various iOS and Android applications

- [Promile Lady](#): Android app for testing of alcohol level after some drinks, styled for woman
- [Pilsner & Kozel Compass](#): iPhone app for finding closest bar for specific beer brand
- [TV Markiza Archiv](#): iPhone and iPad app for TV Markiza

TRIAD Advertising s.r.o.

Mobile applications developer 2011 - 2021

Worked on various iOS and Android applications

- [Live Agent Mobile](#): Two apps, one for Android and other for iPhone/iPad
- [Post Affiliate Pro Mobile](#): Two applications, for iPhone and Android, for Quality Unit
- [Taxical](#): Two Android native applications in Java similar to Uber app, that didn't exist back then.
- [Regiofood](#): Android as well as iPhone and iPad applications in Java and Objective-C respectively

Development with team of Quality unit

- I have improved my coding and software design skills, team-work, pair-programming, test-driven development, Scrum, working on the large projects, communication with customers while resolving issues
- Development of web application customer help-desk support software (Live Agent Pro), Framework based on GWT, PHP, Javascript, Comet, Event driven design, Model View Presenter
- Development and fixing problems in web application Post Affiliate Pro. Development of PDF parser and generator (PDF Re-brander) written in PHP, based on Adobe PDF specification. Fixing problems and improvements in old applications I made for QualityUnit (Aff Notify, Unit Miner Studio)

QualityUnit

Senior developer 2008 - 2010

HalfPixel Studio

Developer at Media Creative (later Half-Pixel Studio) 2008 - 2008

Development of PDF viewer application

Working on application for company client, targeting sale of magazines and periodicals. Java (Swing), PHP, PDF, Various Java PDF and other libraries.

Working on various projects for company clients

- I made desktop application, editor for Unit miner scripting language, with code highlighting, formatting, some other actions and features to run the scripts and test them. It was based on RCP platform from Eclipse project. Eclipse, Java, JRE, Swing
- Working on java server project with other Quality-unit members. J2EE, JSF, Web application
- I made Windows desktop C# application for company client, for doing OCR of documents in large quantities automatically on client server in the USA. C#, OCR, Desktop application
- Then made C# desktop application for "Post Affiliate Pro" notifications, this was additional product for company product "post affiliate pro" C# desktop application
- I was working on Windows desktop application, editor for wireframes, this project was later abandoned because we had some discord about it, and then I left company.

QualityUnit

Junior software developer 2005 - 2008

Slovak Technical University in Bratislava Education 2001 - 2005

Computer Software Engineering

Bachelor's degree

Short work for telecommunication company

Technologies: Html, Linux, Wireless networks
Knowledge gained: Web technologies, Linux administration, Installation of hardware in buildings

MOVVS, a.s.

Technician, Web administrator 2000 - 2001

University of Architecture, Bratislava PC administrator 1999 - 2000

Short work on PC department

Technologies: Windows, Auto Cad, Networks, Linux

Working as technician and seller

Assembling PC's, installing software and selling computers and parts
Knowledge gained: Understand computer hardware and small networks, Windows installations and service, Selling PC's, Customer PC service

Marsoft Computer s.r.o

Technician, Sales 1997 - 1999