


# Sabína Ságová

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## Education

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|--|----------------------------|
| <b>Charles University</b><br><i>Master's degree, Artificial Intelligence</i> | <i>Sep 2024 – Present</i>  |
| <b>Charles University</b><br><i>Bachelor's degree, Computer Science</i>      | <i>Sep 2020 – Sep 2024</i> |
- Bachelor thesis: Web application for learning SQL. Available at: <https://dspace.cuni.cz/handle/20.500.11956/193103>. ([Demo Website](#) )
  - **Coursework:** Database Systems, Principles of Data Organization, Programming in Java language, Graph Algorithms, Introduction to Cryptography, Digital Image Processing, Introduction to Computer Linguistics

## Experience

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|---|----------------------------|
| <b>Python Developer</b><br><i>Valeo</i>   | <i>Jun 2025 – Present</i>  |
| <b>Service Desk Analyst</b><br><i>Deutsche Börse</i>  | <i>May 2025 – Present</i>  |
| <b>Linguistic Evaluator</b><br><i>Institute of Formal and Applied Linguistics, Charles University</i> | <i>May 2025 – May 2025</i> |
| <b>Linguistic Annotator</b><br><i>Institute of Formal and Applied Linguistics, Charles University</i> | <i>Sep 2024 – Sep 2024</i> |
| <b>IT Trainee</b><br><i>Zentiva</i>   | <i>Jun 2023 – May 2024</i> |
| <b>Technology Internship – Business Analyst</b><br><i>Accenture</i>                                   | <i>Sep 2023 – Feb 2024</i> |
- Manually evaluated regional QA with LLMs
  - Annotated Slovak and English texts for a regional QA dataset
  - Processed incoming tickets
  - Created and managed master data in IT systems
  - Member of financial services team
  - Translated insurance core system implementation documents (English-Czech)

## Projects

- |   |   |
|---|---|
| <b>Painter</b>  |  |
| <ul style="list-style-type: none"><li>◦ Developed a painting application with basic functionalities such as drawing points and various shapes, setting colors, adjusting thickness, and saving images</li><li>◦ Tools Used: Java</li></ul>  |   |
| <b>Space Invaders</b>   |  |
| <ul style="list-style-type: none"><li>◦ Developed a Space Invaders game where the player controls a spaceship to shoot approaching aliens while dodging enemy fire, with two shields that change color upon impact and disappear after multiple hits, while also tracking the player's score</li><li>◦ Tools Used: C#, .NET Framework</li></ul> |   |

## Skills

**Languages Skills:** Slovak, Czech, English (C1), German (B1)  
**Technical Skills:** Python, Flask, API, Java, JavaScript, SQL, UML, HTML, CSS, Bootstrap