

# Sabína Ságová

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## Education

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### Charles University

Sep 2024 – Present


*Master's degree, Artificial Intelligence*

- **Coursework (selected 2024/2025):** Artificial Intelligence I & II, Evolutionary Algorithms I & II, Multi-agent Systems, Data Mining, Social Networks and their Analysis, Applications of Neural Networks Theory, Software Engineering for Dependable Systems

### Charles University

Sep 2020 – Sep 2024

*Bachelor's degree, Computer Science*

- **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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### Python Developer

Jun 2025 – Present

*Valeo*

- Testing, automation, data processing and mining
- Orchestration of toolchain (ADAS, front camera)
- Working with analytics, statistics

### Service Desk Analyst

May 2025 – Present

*Deutsche Börse Group*

- Ticket creation in SAP CRM for Level 1 support
- Administrative support for internal teams and projects
- Contact information maintenance in SAP

### IT Trainee

Jun 2023 – May 2024

*Zentiva*

- Processed incoming tickets (Incident Management)
- Created and managed master data in IT systems

### Technology Internship - Business Analyst

Sep 2023 – Feb 2024

*Accenture*

- Was a member of the financial services team
- Translated insurance core system implementation documents (English-Czech)

## Projects

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### Painter



- Developed a painting application with basic functionalities such as drawing points and various shapes, setting colors, adjusting thickness, and saving images. Tools Used: Java

### Space Invaders



- 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. Tools Used: C#, .NET Framework

## Skills

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**Languages Skills:** Slovak, Czech, English (C1), German (B1)

**Technical Skills:** Python, Flask, API, Java, JavaScript, SQL, UML, HTML, CSS, Bootstrap