# **CONTACT**

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# **LANGUAGES**

CzechNativeEnglishFluentItalianWorking proficiencyFrenchBeginner

# **SKILLS**

JavaScript/React	5+ yrs
Python	4+ yrs
NodeJS	4+ yrs
Al & Robotics	3+ yrs
Databases	3+ yrs
Git & Gitlab & Github	5+ yrs
Docker & CI/CD	3+ yrs
Technical writing	3+ yrs

# TOMÁŠ ROUN

I'm a software engineer with a Master's degree in Computer Science & Al. I'm interested in robotics, autonomous driving, computer vision and open-source.

## **WORK EXPERIENCE**

## **Software Engineer**

**CERN** 

2021 - ongoing

Currently working on <u>Indico</u>, an open-source event management tool made at CERN. Indico is not just the go-to event management tool at CERN but also at more than 250 institutes around the globe including the United Nations, Fermilab and many more. I am responsible for design, development, documentation & user support.

**Tech:** Python/Flask, JS/React, Postgres, Docker

# Technical Student CERN

2020 - 2021

2019 - 2020

Worked on the <u>CERN AppStore</u> - a modern multi-platform system to distribute applications from a centrally managed store. Responsible for gathering requirements, design & development.

**Tech:** NodeJS/Electron/Express/React, Python, Postgres

#### Research Intern

**Smart Urban Mobility** 

Developed new state-of-the-art algorithms for Mobility on Demand. The main area of focus was combining statistics and discrete optimization techniques to increase the reliability of Vehicle-sharing Systems such as bike-sharing. I co-authored a paper with our results.

Tech: Python/Numpy/Scipy, Linear programming

#### **Research Intern**

2019 - 2020

#### **Czech Institute of Informatics**

Research ways of applying machine learning algorithms to speed up NP-Hard combinatorial optimization problems in the field of optimal job scheduling.

**Tech:** Python/Tensorflow/scikit-learn, Linear programming

# **EDUCATION**

### Master's Degree in Computer Science & Al

2018 - 2021

**Czech Technical University in Prague** 

Graduated with distinction. In my <u>diploma thesis</u>, I implemented an algorithm for autonomous navigation of a self-driving car for the Formula Student Driverless competition in which I competed with a team from my university.

# Bacherlor's Degree in Computer Science

2015 - 2018

**Czech Technical University in Prague**Graduated with distinction.

## **HACKATHONS**

# Porsche Engineering Hackathon

3<sup>rd</sup> place

Programmed a self-driving RC car to stay within a given path, recognise road signs and safely stop in front of obstacles.

### Valeo Hackathon

2<sup>nd</sup> place

Created a program for automatic 3D scene reconstruction and rendering of objects from LiDAR scans.

## eForce Hackathon

Organizer

Preparation of a LiDARbased assignment, evaluation & mentoring participants throughout the hackathon

## **VOLUNTEERING**

#### Formula Student Team Member

eForce Driverless

Worked on a development of a self-driving racing car for the Formula Student competition. My main work included autonomous navigation (SLAM), computer vision, software development and system design to ensure real-time capabilities. I also prepared technical design documents and reports to be presented to judges during the competition, organized events and hackathons and written articles published on our team website.

**Tech:** Stereo cameras, LiDAR & GPS sensors, Python/OpenCV/Tensorflow, GPU programming, Robot Operating System

#### Lecturer

2019

2019 - 2022

### **Czech Technical University in Prague**

Taught Introduction to programming using Python at a week-long intensive course aimed at first-year university students. I was responsible for course planning, lectures and practical labs.

# **PUBLICATIONS**

## Rebalancing in Vehicle-sharing Systems with Service Availability Guarantees

2020

### **Conference Paper, American Control Conference**

This <u>paper</u> presents a novel stochastic method for guaranteeing vehicle availability in Vehicle-sharing Systems. The paper was a result of my internship at Smart Urban Mobility. The described algorithm significantly outperforms current state-of-the-art techniques.

# **HOBBIES**

I like to tinker with things - electronics, Arduinos, 3D printing. I have made lots small 3D printed gadgets of my own design including a two-wheeled RC robot. You can see some of the projects I've done on my <a href="website">website</a>. When I'm not programming, I'm most likely to be climbing, reading, cooking or building yet another mechanical keyboard.