ING. VOJTĚCH **VÁCHAL**

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Throughout my studies in high school and college, I developed a great interest in creating various applications and programs. Currently, I focus more on web technologies, but I also enjoy creating simple console applications or even games. I have knowledge of several programming languages and I would say advanced knowledge of software development. I tried several project in my current position and use different technologies.

JOB OPPORTUNITY

1. 9. 2023 – NOWADAYS

DEVELOPER, CREDITAS BANK A.S.

Full-time job where I was responsible for developing FE components library using *React, Typescript, Storybook.* Then I was part of a team that create mobile banking application with technologies like *React Native, Wultra SDK, Tamagui* or else.

14. 10. 2020 – 31. 8. 2023

DEVELOPER, UNICORN A.S.

Part-time job while visiting collage. At this company, I have tried working on different projects and using different programming languages (mostly web development). I also successfully completed a course – *Unicorn Hatchery,* which was focused on building strong knowledge base of technologies like – *JavaScript, Node.js, React* or *MongoDB*.

Projects that I have opportunity to be part of
 - web application for electronic document signing in banking system (BE),
 - internal banking system for user creation, etc. (Full-stack),
 - SPA for gas transportation and management company (FE),
 - SPA for central collection and publication of data and information about production, transport and consumption of electricity for the European market (FE).

EDUCATION

2021 - 2023

ING., FACULTY OF APPLIED SCIENCE, UNIVERSITY OF WEST BOHEMIA

Field of study: Engineering Informatics (Major – Software Engineering)

In the master´s studies I gained knowledge about basics of designing, SW life cycle, operating systems and so much more.

In my master thesis I worked on the reimplementation of a digital sandbox. The thesis focused on creating a modular architecture that was validated by integration with a newly created VR application that displays the interactive sandbox in VR environment.

2018 - 2021

BC., FACULTY OF APPLIED SCIENCE, UNIVERSITY OF WEST BOHEMIA

Field of study: Informatics

While studying bachelor study program I learned a several parts of SW development. I gained knowledge about OOP, web development basics, databases, etc.

My bachelor thesis was focused on the development of neurorehabilitation games in collaboration with physiotherapist from the *Fakultní nemocnice v Plzni*.

2014 - 2018

GRADUATION, HIGH SCHOOL OF INFORMATICS AND FINANCIAL SERVICES, PILSEN

Field of study: Information technology (from third year with specialization in Computer Networks and System)

I successfully completed my studies at the hight school by passing the matriculation exam.

SKILLS

- Excellent knowledge of Java, OOP
- Intermediate knowledge of C#, HTML, CSS, JS, React, .NET, SQL, MongoDB, Unity, UML, REST, Git, Jira
- Basic knowledge of Python, C, C++, Redmine, Spring
- Knowledge of several architectural patterns, designing, Scrum, SW lifecycle
- Advanced English language

- Certificate of completing CCNA Routing and switching course (Introduction to Networks, R&S Essentials) and Linux Essentials.
- An overview about functions in computer networks and their management and maintenance.
- Teamwork, independence, responsibility.
- Willingness to learn new technologies.
- Group B driver´s licence.a

ACTIVITIES

In high school I twice participated a 14-day long intership at *ZF Engineering in Pilsen* in IT department. I also got the oportunity to participated a 14-day intership in *Waldmünchen* (Germany). Both interships were focuced on management of IT equipment and computer networks.

At the same time, I twice participated in the *Networking Academy Games (NAG)* and with our team receive 10th place. Second time we got the 4th place.

In 2023 I was part of team that compete in *Aimtec Hackaton* programming competition. The main theme was called *„When code helps".* My team and I created web application that can slow down video with subtitles and then added more understable audio to it. In the end we won the entire competition and also received the audience award.

While at university I was part of a team that created a web application called *BrainIn* (https://brainin.kiv.zcu.cz), which was customized for patients with impaired motor functions. As part of the development process I was involved not only in creating new games for the application but also in modifying and adding functionality to web app using ASP.NET.