MARTIN GULIS

SOFTWARE DEVELOPER

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📍 Bratislava, Slovakia

🌐 xgulism1.github.io

in gulis-martin

PROFILE

Self-driven, passionate software developer who enjoys solving an interesting, complex and challenging problems. Experienced in an assortment of technologies, including C++, C#, Java, Python, Unreal Engine and Unity 3D.

SKILLS

- Unreal Engine
- Unity 3D
- REST API
- Mobile app development
- C++
- C#
- Python
- Computer Vision

EXPERIENCE

DEVELOPER

sféra, a.s

July 2019 - Present

- Developed virtual and augmented reality applications for Microsoft Windows, iOS and Android platforms.
- Automated and streamlined project workflows by developing and integrating scripts and plugins to engines.
- Developed industry-leading systems and applications.
- Analyzed and tested a variety of libraries and frameworks.
- Designed and build software architectures.

EDUCATION

MASTER'S DEGREE

Faculty of Informatics and Information Technologies, Slovak University of Technology, Bratislava
2017 - 2019

BACHELOR'S DEGREE

Faculty of Informatics and Information Technologies, Slovak University of Technology, Bratislava
2014 - 2017

APPLICATION DEVELOPER JUNIOR

Atos IT Solutions and Services, s.r.o.

July 2017 - June 2019

- Implemented systems for data collection and communication between multiple technologies.
- Developed solutions for visualization of volumetric data.
- Analyzed and integrated simulation programs to applications.
- Integrated multiple libraries to existing projects in the form of plugins.