ING. ALEXANDRA SMOLOVÁ

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Bratislava

WORK EXPERIENCE

Software Developer

Segula Technologies Slovakia

October 2018 - July 2019

Bratislava

• Design and development of mobile augmented reality (MAR) application for iOS platform in Unity.

Technical Support Operator

Millennium

April 2016 - September 2016

Bratislava

Identifying and solving user problems, consulting, communication with customers.

Metadata description operator

The News Agency of the Slovak Republic (TASR)

April 2015 - June 2015

Bratislava

• Digitization of TASR archive, spell check, text stylization.

EDUCATION

Master's degree - Intelligent Software Systems

Faculty of Informatics and Information Technologies STU in Bratislava

2018 - 2020

Diploma thesis: Analysis of driver behavior when distracted by mobile communication using eye tracking

Bachelor's degree - Informatics

Faculty of Informatics and Information Technologies STU in Bratislava

2015 - 2018

Bachelor thesis: Virtual reality in online learning

Albert Einstein Grammar school in Bratislava

2011 - 2015

COURSES

Udemv

A Beginner's Guide To Machine Learning with Unity

= 2020

Udemy

Complete C# Unity Developer 2D - Learn to Code Making Games

2017

ABOUT ME

I graduated from FIIT STU and I focus on software design and development. I enjoy making games and working with extended reality technologies - XR. In addition to programming, I am also interested in creating functional software design.

SKILLS

- Fast learner
- Independent
- Logical thinking
- Problem solver
- Sense for design

Languages, frameworks



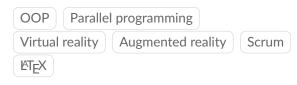
Development environments, software

Unity	Visual Studio	PhpStorn	n CLion
IntelliJ I	DEA The Ecli	pse IDE	Blender
Matlab	X-Code Po	ostgreSQL	MySQL
SoapUI			

Version-control, team work

Git Jira Confluence	
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Other



Driving licence sk. B, 25 000km

LANGUAGES

- Slovak
- English C1
- French A1
- German A1