ZOLTÁN MARIĆ SOFTWARE ENGINEER

I am 28, currently an Enterprise Java developer with **4 years of experience**, looking to become a full-time Scala developer.
Above all, I am interested in working on projects that intrigue me. These are some key intriguing factors: **challenging algorithms**, **new technologies**, **a "make the world a better place" work domain**.
You can find out more about me by following the links below.

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SKILLS

- **Jenkins**
- **JavaEE**
- **JBoss 7**
- **Maven**
- **Mercurial**
- **PostgreSQL**
- **SonarQube**
- **TDD**
- **Scala**

LANGUAGES

I am bilingual (Croatian and Hungarian). My English is also exceptional, largely due to the fact that I finished an international high school, where all the courses were held in English.
I've studied Portuguese ever since getting a huge head start in learning it during my stay in Brazil.

- **Croatian**
- **English**
- **Hungarian**
- **Portuguese**

REFERENCES

References are available on request. Meanwhile, you can see how I think on StackOverflow.

NOTABLE PROJECTS

Blink at **Amphinicy Technologies** as **lead developer**, Mar 2014 - Present

An R&D project aiming to replace existing expensive hardware solutions for high speed processing of satellite telemetry data with an efficient software solution. I implemented a highly-parallel implementation of Reed-Solomon decoding on a GPU. For GPU programming, I used the Rootbeer Java GPU compiler.

Responsibilities: Researching, measuring, optimising, and documenting relevant results on performance-critical segments of the data processing pipeline.

Technologies: Rootbeer, CUDA, GPGPU, JUnit/EasyMock, Java Executor Framework, Guava, Maven, Mercurial, Jenkins, SonarQube, Redmine

ADS-B PROBA-V at **Amphinicy Technologies** as **lead developer**, Oct 2012 - Dec 2013

A prototype project for air traffic tracking via satellite receivers. Amphinicy was in charge of the entire ground solution. This included real-time decoding and persisting of air traffic data, encoded in various formats by terrestrial and satellite receivers, and generating reports based on performance comparison of terrestrial vs. in-orbit receivers.

Responsibilities: Implementing decoders with thorough unit testing. Implementing efficient report generation logic by leveraging advanced DB queries. Implementing report presentation logic. Tight cooperation with the customer.

Technologies: JUnit/EasyMock; PostgreSQL/PostGIS; JasperReports; JBoss7: remoting, HornetQ; REST; JSON; Java Executor Framework, Guava, Hibernate, Maven, Mercurial, Jenkins, SonarQube, Redmine

MUSCADE at **Amphinicy Technologies** as **lead developer**, Jan 2011 - Dec 2012

A prototype multimedia platform delivering interactive 3DTV content broadcast via satellite. The solution included server side, set top box and mobile device software and 3DTV games.

Responsibilities: Implementing set-top box OSGi components for content fetching, caching and application lifecycle control. Implementing a rich mobile controller application. Implementing a 3D EPG for display on 3D TVs. Implementing backing web services. Agile project management. Technology and feature consulting.

Technologies: Java, OSGi, OpenGL, jMonkeyEngine, Android, JSF 2.0, XSLT, C#, C++, UPnP, NASA World Wind, Blender, Maven, SVN, Jenkins, GForge

WORK EXPERIENCE

Amphinicy Technologies
Software Engineer
Jan 2011 - Present
Zagreb, Croatia

PUC Campinas
University Assistant Intern
Oct 2010 - Dec 2010
Campinas, SP, Brazil

Sandpiper Beach Club
Front Desk Attendant
Jul 2010 - Sep 2010
Cape May, NJ, USA

EDUCATION

University of Zagreb
Computer Engineering
M. Sc. 2008 - 2010
B. Sc. 2005 - 2008

M. Sc. thesis in GPGPU-enabled HD video encoding: "Implementation and Optimisation of Intra-Frame Prediction in the H.264 Standard"
B. Sc. thesis in computer graphics: "Simulation of Fracturing a Brittle Object".
Notable courses: Multimedia Architectures, Distributed Software Development, Object-oriented Programming, Machine Learning, Discrete Mathematics

ABOUT

Professional Interests

I wish to work in an environment that can afford to produce high quality software; and one that holds this practice in high esteem. I admire - and practise - test driven development and, more importantly, design for testability.

At home I spend most of my spare time on learning Scala. I've completed FP principles in Scala, and am about to complete Principles of Reactive Programming in Coursera.

Personal Interests

There are very few things that I do not find interesting. Perhaps my most keen interest and life goal lies in sustainability and the environment. In the long term, I wish to take significant part in designing solutions that reduce the degrading impact of civilisation on the environment.

Besides this, I am passionate about linguistics, etymology and music.

Added Value

I avoid starting work on a task before having a sufficient comprehension of the big picture. This gives me a pragmatic approach to problem solving, allowing more accurate estimation and balance between the quality and feasibility of a solution.

My wit and positive attitude inspire a good mood and a pleasant ambiance with co-workers. This induces an additional sense of cohesion in teams I take part in.