

# Petr Nr. 551eb

Back-End developer

## SKILLS

- C#
- PHP
- .NET
- MySQL
- Eloquent
- UI

## Languages

English - full professional proficiency  
Czech - native

## Education

2010 - 2014, OLOMOUC  
Information Technology and Fine  
Arts Education

2005 - 2009, BRNO  
Programing Oriented Gymnasium

## EXPERIENCES

### Mobile Application Developer

Dec 2017 - Present

- Design and code for mobile applications on Android, iOS and Windows Universal Platform.
- Code and test programming for in-house software programs.
- Plan the development process.
- Debug code for existing programs based on immediate need.
- Implement systems in in-house production environment.
- Troubleshoot system bugs and issues.

Technologies: C#.NET, Xamarin, REST API

### Development consultant, Programmer

Aug 2018 - May 2020

- Advice on mobile and web development. Design and code for native mobile applications on Android, iOS and Universal Windows Platform.
- Code and test programming for in-house software programs.
- Plan the development process.
- Implement systems in an in-house production environment.
- Multiple projects designed to help in children's education, including web educational documents junction, custom questionnaire app and custom pseudo social network

Technologies: .NET/C#, Xamarin

### Developer, Programmer

Aug 2018 - May 2019

- Code and test programming for in-house software programs.
- Debug code for existing programs based on immediate need.
- Implement systems in an in-house production environment.
- Custom made Anti-tank rocket launcher simulator, Air traffic controller simulator

Technologies: .NET/C#, Unity

## EXPERIENCES

### Developer, Programmer

Dec 2017 - Jul 2018

- Mobile Platform Development
- Code and test programming for in-house software programs.
- Implement systems in an in-house production environment.
- Troubleshoot system bugs and issues.
- Custom made web and mobile applications for industrial gatehouse and maintenance

Technologies: .NET/C#, Xamarin

### Developer, Programmer

Dec 2014 - Aug 2017

- Produce prototypes of gameplay ideas and features.
- Working out UI solutions and contributing to UI design.
- Polish the game, maintain code, fix bugs and iron out occurring problems.
- Continuous Integration, Deployment automation.
- Working as a developer on Shadowgun Legends, Unkilled and as support on Dead Trigger 2, Dead Trigger 1, Shadowgun

Technologies: .NET/C#, Unity, Python, Jenkins

## PERSONAL PROJECTS

### Developer, Programmer

Jul 2018 - Present

- Tic Tac Toe variation game
- Deep learning based AI algorithm

Technologies: .NET/C#, Unity, Tensor Flow