Mgr. Pavel Procházka

EDUCATION

Gymnázium Jana Opletala, Litovel, 2004-2008
Bc. (BSc.) degree Informatics, Faculty of Science, Palacký University, Olomouc, 2011
Mgr. (MSc.) degree Informatics, Faculty of Science, Palacký University, Olomouc, 2013

EXPERIENCE

| **Programmer** | TravelCook | Summer 2008 |
| | Praha | |

Coding some internal administration parts of web in HTML, Perl, JavaScript and MySQL.

| **Programmer** | SmartGIS | Summer 2010 |
| | Olomouc | |

Coding work on different webs by using HTML, JavaScript, jQuery, PHP, PostgreSQL.

| **Team leader** | UPOL | 2011-2012 |
| | Olomouc | |

Successful school team leading (10 people) of a school team project.

COMPUTER SKILLS

Deep knowledge of C language (standards C90, C99). Bachelor thesis (Worms-like Game) written in C99, which is realtime application. Master thesis (Optimization of voxel rendering) is also written in C99, it is semi-realtime raytracer of voxel models based on sparse voxel octrees, which is implemented for Intel CPUs and for OpenCL computing hardware prospectively. Knowledge of C++ and its object-oriented model, good knowledge of assembler for Intel i386. Good knowledge of web based technologies (HTML, CSS, JavaScript, PHP, SQL). Informative knowledge of Java, C#, Python, Ruby, Lua, Bash, R , Matlab, Vala, LaTeX. Minor experiencies with writing and using bindings from C to other languages (Common Lisp, Lua, Vala, C#). Interest in functional and logical programming (Common Lisp, Scheme, Prolog). Good user knowledge of GNU projects (make, gcc, ld, ...), interest in GNU/Linux systems and opensource software at all. Experience with programming in WinAPI for Windows, basic knowledge of COM objects, some patches to Wine project were sent (DirectDraw), skills in crosscompilation to other platforms. Basic knowledge of GIT system and testing.

LANGUAGES

Intermediate knowledge of German, mostly passive skills at the moment. Advanced knowledge of English. Czech native speaker.

OTHER SKILLS

Driving license category B, clean driving record.

INTERESTS

Theoretical Computer Science, fuzzy logic, fuzzy sets and fuzzy automata, conceptual analysis, datamining, neural networks, NP?=P problem, computer graphics.