

Filip Bártek

+420 608 551 498 • [✉ filip.bartek@hotmail.com](mailto:filip.bartek@hotmail.com)
[🌐 filipbartek.github.io](https://github.com/filipbartek) • [in filipbartek](https://www.linkedin.com/in/filipbartek) • [🌐 filipbartek](https://www.facebook.com/filipbartek)

Computer skills

Recent experience: C++, Qt, Git

Previous experience: Java, Python, OpenSSL, Maven, NetBeans, SVN

Work experience

BTL India **Bangalore, India**
R&D Software Engineer *2016–Present*
Technologies: C++, Qt 5.6, QML, Qt Creator, Git, Ubuntu, JIRA

Hobrasoft **Rožnov pod Radhoštěm, Czech Republic**
Software developer *2015–2016 (1 year)*

Projects: GeoSign, PDF Manipulation Utility

Design and development of two applications that deal with digital signatures extensively

Technologies: Java, iText, Maven, NetBeans, C++, Qt 4.8, Qt 5, QML, OpenSSL, Qt Creator, Git, Phabricator, Windows, Ubuntu, Android

CERN **Geneva, Switzerland**
Summer Student (internship) *2013 (10 weeks)*

Extension of Clang Static Analyzer, a static program analysis tool written in and targeted at C++

Technologies: C++, Clang Static Analyzer, Git, JIRA, Linux

Honeywell **Brno, Czech Republic**
Software Design Engineer *2012 (6 months)*

Software development, code analysis, system verification planning, documentation, cooperation with a team in the United States

Technologies: C++, Visual Studio 6, SVN, Serena Dimensions, Windows

Hobby projects

- nbspacer (2016; Python)
- missls (2015; GameMaker: Studio)
- Magic Dance Dance Carpet (2013; Unreal Development Kit)

Education

Charles University **Prague, Czech Republic**
Master (Theoretical Computer Science) *2012–2015*

Master thesis: Minimum representations of Boolean functions defined by multiple intervals

Main areas of interest:

- computational complexity, computationally hard problems, algorithms
- artificial intelligence, robotics
- computer game development, game studies

Masaryk University **Brno, Czech Republic**
Bachelor (Mathematical Informatics) *2008–2012*

Bachelor thesis: Rabin Games on Finite Graphs [in Czech]

Languages

English: Expert

○ Duolingo Proficiency Exam in English: 10.0 / 10.0

Czech: Native speaker

Spanish: Beginner

Interests

Dialogue: philosophical and structured, especially Socratic dialogue

Games: computer, independent, experimental; development

Travelling: relaxed, low-cost