

Bc. Petr Hudeček, curriculum vitae

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Education

- Charles University in Prague, Software engineering (2015-)
 - Erasmus: Université de Bordeaux, Software engineering (2015)
- Charles University in Prague, Computer Science (2012-2015)
 - graduated with honors
- Czech-French bilingual grammar school in Tábor (2006-2012)
- Grammar school in Tábor (2004-2006)

Skills

- C#, Java, XNA, .NET platform, PHP, XML technologies (very good knowledge)
- C++, Javascript, VB.NET (no large project, but moderate knowledge)
- Other technology I came in contact with: SQL, HTML, Windows Mobile, Unity3D, ASP.NET, WPF

Languages

- English, level C2 (CAE certificate, grade A)
- French, level C1 (maturita exam certificate)
- German, level A2 (self-evaluation only)

Thesis

- 2015 Bachelor's Thesis: Extension of the XML Check system (Java, PHP)

Hobby projects

- 2012 Streamstep, 3D RPG (C#, XNA, a tech demo only)
- 2009 Sacculus: The Wargame, 2D turn-based strategy (C#, XNA)
- 2012 Time Travel Research Facility 2, platformer (Flash)

Volunteering

- Deputy Scoutmaster (2012-2015; patrol leader 2007-2012); MŠMT leadership exam; summer camp exam
- Magic: The Gathering Judge, level 2 (largest event I led had a team of 5 judges and served 150 players)