

Petr Hudeček

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Education

- Charles University in Prague, Software Engineering (2015-)
 - Master's, in progress
- Charles University in Prague, Computer Science (2012-2015)
 - Bachelor's, graduated *summa cum laude*
 - Defended thesis: Extension of the XML Check system (Java, PHP)
 - Excellent academic record

Skills

- **.NET (C#, XNA)**, WPF, ASP.NET, Unity3D)
- **Java**, C++
- Web languages (**PHP**, HTML, **TypeScript**, JavaScript, JQuery, SQL, SASS, CSS)
- **XML (DTD, XSD, XQuery, XSLT)**
- (*technologies I know very well are bolded*)
- Special interests: compilers, formal proving, specifications, game design

Recent Competitions

- 1st place at the [Hack Cambridge 2016 hackathon](#) (also *Improbable's* and *Bloomberg's* aux. prizes)
- 2nd place at two [hackerrank.com](#) contests (SQL, Java) in October 2015

Selected Projects

- 2016 Google Summer of Code: [Improving JPF Inspector](#), formal proving debugger (Java)
- 2016 [The Deadlock Empire](#), an edugame teaching parallel programming (JavaScript)
 - 100,000+ pageviews, 18,000+ unique players, 2,600 played to completion
- 2015 [Aura](#), an advanced compiler for a Java-like language (Java)
- 2012 Streamstep, a 3D RPG game (C#, XNA, a tech demo only)
- 2012 Time Travel Research Facility 2, a platformer game (Flash)
- 2009 Sacculus: The Wargame, a turn-based strategy game (C#, XNA)

Volunteering

- Scouting: Deputy Scoutmaster (2012-2015; patrol leader 2007-2012); MŠMT leadership exam
- *Magic: The Gathering* Judge, level 2 (I led a team of up to 5 judges and served 150 players)

Languages

- English (C2), French (C1), Czech (native), German (B1 passive), Japanese (N5 passive)

Links

- LinkedIn: <https://www.linkedin.com/in/petrhudecek>
- GitHub: <https://github.com/Soothsilver>
- Personal website: <http://hudecekpetr.cz/>