

Petr Hudeček

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Links

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

Education

- Charles University in Prague, Software Engineering (2015-)
 - Master's, in progress
 - Erasmus: Université de Bordeaux, Software Engineering (2015)
- Charles University in Prague, Computer Science (2012-2015)
 - Bachelor's, graduated *summa cum laude*
 - Defended thesis: Extension of the XML Check system (Java, PHP)
 - Top grade in nearly all courses

Technologies Known

- **.NET (C#, XNA, WPF, ASP.NET, Unity3D, Windows Mobile, VB.NET)**
- **Java, C++**
- Web languages (**PHP**, HTML, JavaScript, SQL)
- **XML (DTD, XSD, XQuery, XSLT)**
- *(technologies I know very well are bolded)*

Recent Achievements

- 1st place at the [hackCambridge 2016 hackathon](#) (also winner of two auxiliary prizes)
- 2nd place at two hackerrank.com contests (SQL, Java) in October 2015

Selected Hobby Projects

- 2016 [The Deadlock Empire](#), an edugame teaching parallel programming (JavaScript)
- 2015 [Aura](#), an advanced compiler for a Java-like language (Java)
- 2012 Streamstep, a 3D RPG game (C#, XNA, a tech demo only)
- 2009 Sacculus: The Wargame, a turn-based strategy game (C#, XNA)
- 2012 Time Travel Research Facility 2, a platformer game (Flash)

Volunteering

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

Languages

- English (C2), French (C1), Czech (native), German (basic reading skill)