

# Petr Hudeček

Czech Republic

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## Education

- Charles University, Software Engineering (2015-2017)
  - Master's degree, graduated with perfect scores (grade average 1.00)
  - Thesis: [A C#-to-Viper translator](#) (C#)
  - Erasmus stay: University of Bordeaux (autumn 2015)
- Charles University, Computer Science (2012-2015)
  - Bachelor's, graduated *summa cum laude*
  - Defended thesis: [Extension of the XML Check system](#) (Java, PHP)

## Skills

- **.NET (C#, MonoGame, MSBuild)**
- **Java, C++**
- Web languages (PHP/HTML/CSS/JavaScript)
- **XML (XSD)**
- **Formal verification** (Viper, Coq, Java Pathfinder)
- Special interests: **compilers, security**, multi-threading, specification, game design

## Professional experience

- 2019-present: Software engineer at PostSharp Technologies
  - I develop PostSharp, a compiler that performs IL weaving on CIL code to support aspect-oriented features in .NET languages, and libraries that make use of PostSharp.
  - Outside these core responsibilities, I also maintain and improve automation and development processes, and write public-facing blog posts.
- 2017-2019: Java developer at Wall Street Systems Czech
  - As part of a larger distributed team, I developed an advanced financial information system consisting of many components in a service-oriented architecture.
  - Aside from that, I also edited and maintained documentation, improved our development processes, developed tools, and focused on maintaining and improving software stability.

## Selected personal projects

- 2017 [omegaGo](#), advanced client for the board game Go (team project, C#/UWP)
- 2016 Google Summer of Code: [Improving JPF Inspector](#), formal verification debugger (Java)
- 2016 [The Deadlock Empire](#), an edugame teaching parallel programming (JavaScript)
  - 290,000+ pageviews, 20,000+ 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)
- 2009 Sacculus: The Wargame, a turn-based strategy game (C#, XNA)

See also my [portfolio of games](#) and [my GitHub account](#).

## Competitions & Volunteering

- 1<sup>st</sup> place at the [Hack Cambridge 2016 hackathon](#) (also Improbable's and Bloomberg's aux. prizes)
- 2<sup>nd</sup> place at two [hackerrank.com](#) contests (SQL, Java) in October 2015
- Scouting: Deputy Scoutmaster (2012-2019; patrol leader 2007-2012); 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)

## Links

- LinkedIn: <https://www.linkedin.com/in/petrhudecek>
- GitHub: <https://github.com/Soothsilver>
- Personal website (including portfolio of created video games): <https://hudecekpetr.cz/>