Petr Hudeček

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Professional experience

- 2025-present: Senior Software Engineer at **Microsoft**
- 2021-2025: Software Engineer II
    - I work on the presence service of Microsoft Teams, an extreme-scale web service that determines whether you show up as e.g. online, in a meeting or offline, by aggregating data from all your logged-in devices, calendar and other sources.
    - My focus is on architecting, designing and improving CI/CD, monitoring and testing systems for our team and the wider organization. I also remain focused on improving security, stability and reliability of our product.
- 2019-2020: Software Engineer at **PostSharp Technologies**
    - I developed 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 maintained and improved automation and development processes, and wrote 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.

Commercial self-employment experience

- 2023-present: Dawnsbury Days ([Steam Store page](#))
    - I created a commercially successful and fan-beloved turn-based tactics game based on a tabletop ruleset that achieved over 600+ Steam reviews, a rating of 98%, a peak concurrent player count of 186 in a day, and 80+ user-created mods.
    - I contracted 40+ voice actors as well as several artists, programmers and game designers to help with the game and I'm managing the Dawnsbury Studios team.
    - Feedback on the game praised the game's fun, technical excellence, level design, writing, and my responsiveness to customer feedback.

Skills

- **.NET** (**C#**), **Java**
- Web languages (PHP/HTML/CSS/Javascript, XML)
- **Formal verification** (Viper**,** Coq, Java Pathfinder)
- Special interests**: technical writing, testing,** game design, compilers, security, multi-threading, specification

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)

Selected personal projects

- 2023-present Dawnsbury Days, a successful commercial turn-based tactics videogame (C#)
- 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
    - 1st place at the Hack Cambridge 2016 hackathon (also Improbable's and Bloomberg's aux. prizes)
- 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.

Volunteering

- Scouting: Deputy Scoutmaster (2012-2019; patrol leader 2007-2012); leadership exam

Languages

- English (C2), French (C1), Czech (native), German (B1 passive), Japanese (N4)

Links

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