

# PETR ZÁVODNÝ

## Software & game developer



### CONTACT INFO

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### SKILLS

C#

NET

Flutter & Dart

VB

WPF

SQL

Javascript

HTML

CSS

Resourcefulness

Good organizational skills

Good communicational skills

Learning fast

Ability to plan and carry out the plans

### EDUCATION

SOU a U Diváky (Secondary Vocational School Diváky).

Specialisation: Mechanics and electronics for organizational and IT systems.

(1995 - 1998)

### COURSES

See my website:

<https://www.petrzavodny.com/resume/#certificates>

### LANGUAGES

English: Fluent, B2 level

Czech: Native speaker

German: Basic understanding

### PROGRAMMING EXPERIENCE

03/2022 - 03/2024 Senior Unity Developer, Sense Arena

Maintaining current VR projects, developing new features for new VR projects in C# and Unity. Implemented API integration, parsing JSON data for UI display and caching of project resources. Mentoring Junior developers.

09/2018 - present Learning and creating projects in my free time

Unity 3D - mainly creating small 3D games

C# - WPF, databases

C++

Unreal Engine 5

Flutter & Dart

Web development - React, Angular, HTML 5, CSS 3

I'm also interested in algorithmization, machine learning, Git, and improving on my already-existing skills.

06/2021 - 02/2022 Software developer, Y Soft

Development and maintenance of universal print project. Working with C# ASP.NET, ReactTS, Terraform, Bamboo, Azure, IoT technology.

01/2021 - 03/2021 Software developer, Alda Games

Developing and designing games in Unity 3D / C# - both for mobile platforms and PCs. Implementing game systems and architecture. Performance-first approach.

05/2020 - 12/2020 Junior software engineer, ChyronHego

Maintaining the old code, bug fixing, implementing improvements and new features. Conversion of WinForm components to WPF. Working in C#, WPF, WinForms.

09/2018 - 04/2020 Junior software developer, Oracle-Netsuite

Developing new functionalities for the Netsuite system, partially on my own, partially with my team. Working in Java, Javascript, Oracle SQL and Perforce. Fine-tuning and refactoring the existing code.

02/2018 - 08/2018 Preparation for programming career

Technical University of Ostrava, Life-long learning center, 4 months' long intensive course for programmers:

Coding in VB.NET, object oriented programming in C# and Java, SQL queries (MS Access, Oracle, MS SQL Server, MySQL).

Advanced technologies (reflexion, XML, threads, client-server, JUnit tests, delegates, regular expressions, code repository Git, Bitbucket, Spring framework...)

## INTERESTS

Programming  
Shiatsu massages  
Leading self-development workshops  
Virtual reality workouts  
Yoga  
Jogging  
Literature

## PROGRAMMING EXPERIENCE (2002 - 2005)

2002 - 2005

### Programming as a hobby

Programming in C++ and C++ Builder. I was developing software for my work as a manager of electronic parts's store - a tool which calculated invoices better than the current ERP solution in the company, and tools to help sell items faster and improve the customer experience, for example an application to count correct electronic components for a circuit to work with LED. As a more advanced exercise, I made a clone of the Minesweeper game.