

MICHAL ONDREJKA

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 Copenhagen, Denmark

Date of birth: 4. 2. 2002



WORK EXPERIENCE

Software engineer

JULY 2023 - JUNE 2024

Accenture, s.r.o. - Bratislava, Slovak Republic

- In my role within the virtualization team, I harnessed a diverse skill set, including Unity, C#, seamless integration of technologies.
- Utilized git for version control and Normcore for creating engaging virtual projects for VR and PC platforms.
- Employed Blender for 3D modeling, contributing to the visual richness of projects.
- This experience enhanced my technical knowledge and deepened my understanding of VR and its applications across different platforms.

EDUCATION

Faculty of Information Technology

Informational technologies

Brno University of Technology - Brno, Czech Republic

- Focused on both theoretical and practical applications in the field of IT.
- Covered a wide range of topics including programming, algorithms, databases, software engineering, networking and AI.
- Benefited from a dynamic learning environment that emphasized hands-on experience.
- Prepared thoroughly for a impactful career in IT.

SEP 2021 - JUNE 2024

ABOUT ME

My portfolio website:
michal-ondrejka.com

SKILLS

C - Advanced	<div style="width: 90%;"></div>
C# - Advanced	<div style="width: 90%;"></div>
Python - Advanced	<div style="width: 90%;"></div>
GIT - Skillful	<div style="width: 80%;"></div>
Unity Engine - Advanced	<div style="width: 90%;"></div>
Azure DevOps - Skillful	<div style="width: 80%;"></div>
Scrum methodology - Skillful	<div style="width: 80%;"></div>
Agile development - Skillful	<div style="width: 80%;"></div>

LANGUAGES

Slovak - Proficiency (C2)
English - Advanced (C1)
Czech - Upper intermediate (B2)
German - Elementary (A2)
Spanish - Elementary (A2)
Italian - Beginner (A1)