



Martin Senovský

Programátor / Developer

www.senovsky.com

10. 10. 1986

0915 050 215

Ulica Martina Granca 13, 841 02 Slovakia

martin@senovsky.com

single

EMPLOYMENT HISTORY

2012 - 2014 ● Geewa a.s., Brno

- iOS release supervisor: building/iteration/release process, memory and performance optimizations
- Design, implementation, testing and optimization of internal tools like loadings generator, asset versioning, static and dynamic texture atlas generation, texture atlas parsing, localization
- Low level drawing engine management (modified Genome2D)
- Responsibility for application performance and stability on every platform

2011 - 2012 ● Weps s.r.o, Brno

- HTML a CSS, frontend design, UI a UX design

2008 - 2011 ● Siemens s.r.o., IT solutions & services, Bratislava

- C++: internal applications, test applications, COM objects
- C#: client applications, wrappers, GUI applications,
- Design, implementation and testing of software solutions for the Ministry of Interior of the Slovak Republic
- Working on projects: electronic signature, fingerprint signature, facial recognition, electronic identity cards, electronic driving license

2004 - 2008 ● Nuclear power plant Mochovce, Mochovce

- Preparation of working stations SW + HW + Lan

● Procesys s.r.o., Bratislava

- PHP backend for database searching of extremely large DB DB
- Graphic design for software products
- HW solution for corporate Lan + implementation

● Procus s.r.o., Bratislava

- Web design, HTML, Flash, online presentation of corporate products

EDUCATION

- 2010 - 2014 ● Vysoké učení technické v Brně
Fakulta informačních technologií (FIT)
Information technology
- 2006 - 2010 ● Slovenská Technická Univerzita v Bratislave
Fakulta Elektrotechniky a Informatiky
Applied informatics
Advanced Web Technologies
- 2002 - 2006 ● Technical High School in Levice
Electrical engineering and automatization

LANGUAGE SKILLS

- Angličtina | Fluent
- Nemčina | Passive understanding

PERSONAL PROJECTS

- 2013 - 2014 | Game prototypes in Unity3D, C#
- 2009 - 2013 | Application and game prototypes for Android and iOS using Java, Flash and Adobe AIR
- 2007 - 2009 | 3D graphics and applications in C++, C#, 3D Studio Max, Ogre3D
- 2003 - 2007 | Online flash games for flash web portals

PERSONAL SKILLS

- Programming languages | Flash AS3, C#, Java, PHP
- Programming | Ability to adapt to new APIs, understanding of game development cycle, interest in free to play game mechanics and monetization
- Graphics | Adobe Photoshop, 3D Studio Max, Flash
- Social | Responsibility, precision, reliability, communication skills, good manners, willingness to learn new things, a team player
- Sport | Snowboarding, In-line skating, karate, ice skating, hiking, badminton
- Other | Driving license B

OBJECTIVE

To commit my skills, training and experience into creating the best possible games and user experiences across countries and platforms.

MORE ABOUT ME

www.senovsky.com