

Martin Švanda

Game/Software
Developer

/
Programmer

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Profile

Dedicated software developer with extensive experience in backend programming, software development and 3D engines. Specialized in Java, JavaScript and C#, with a strong focus on continuous learning and application of latest technologies.

Skills

Programming languages

- Advanced: Java, JavaScript, C#
- Good: C++, Python, SQL
- Basic knowledge: HTML & CSS

Frameworks & Tools

- Advanced: Blender, UE
- Good: Git, Docker, Linux, Spring
Git Bash, PowerShell
- Basic Knowledge SolidWorks,
AutoCAD, FreeCAD, SketchUp

Other skills

- Microsoft Office 2021
- PC assembly and Construction
- OpenGL & Vulkan
- Soldering of circuit boards

Professional experience

Backend-Programmer

Speed4Trade GmbH | June 2023 - June 2024, Weide

- Developed customized software solutions for e-commerce clients selling on platforms such as eBay and Amazon
- Implemented precise data integration from SQL databases into web portals and platform listings
- Worked with Java, JavaScript using frameworks such as Spring, Spring Boot on a Tomcat server
- Optimized data exchange processes between retailer databases and online sales platforms

Programmer / Designer

Bergauer Regenerierung GmbH | July 2022 – December 2022, Waldsassen

- Introduced new software solutions to modernize production processes
- Optimized and automated production processes, resulting in an efficiency increase of 20%
- Trained employees in the use of new systems and thereby improved overall productivity

Machine installation technic

Schott AG | July 2020 - June 2022 Mitterteich

- Performed soldering work on printed circuit boards and operated CNC milling machines
- Worked with G-code programmable machines and advanced technical skills
- Gained hands-on experience in the high tech manufacturing industry

Education

Software development (Bachelor) - Distance learning

IU Fernstudium Berlin | June 2024 – Gegenwart

- Focus on advanced software development techniques and best practices
- Independent study of 1-2 hours per day alongside full-time employment

Software application development

BSZ Wiesau | September 2023 – June 2024

- Deepened existing programming knowledge
- Acquired additional qualifications in the field of software development

Programming and robotics (incomplete)

CVUT Prague | September 2010 – January 2014

- Studied at the Faculty of Electrical Engineering with a focus on programming and robotics

IT technician (high school diploma)

ISS Cheb | September 2005 – June 2010

- Graduation with outstanding achievements that enabled admission to a renowned university

Additional qualifications

Languages:

- English : fluent in spoken and written (C1)
- German : fluent in spoken and written (B2)
- Czech : Mother language

Certifications & courses :

- One week with Epic specialists for all main sort of programming in UE5
 - JavaScript Algorithms and Data Structures (115 lectures, 50 hours)
 - Git Smart Course: Learn Git in Unity, SourceTree, GitHub (38 lectures, 3.5 hours)
 - Spring Boot 2.7 & Spring Framework 5.3: Fundamentals (53 lectures, 17 hours)
 - C++ Fundamentals: Game Programming For Unreal Engine (86 lectures, 11 hours)
 - HTML and CSS Complete Course (73 lectures, 10 hours)
- And many more

Licenses :

- Driving license: Class B
- Drone pilot license

Projects & Portfolio

ToDoList Application (C#, XAML)

- Developed a task management application with XAML user interface
 - Implemented features such as adding tasks with time limits, marking as done and automatic status update
- [Github Repository for ToDoApp](#)

EndlessDusko (C++, BP)

- Developed an endless runner video game with procedurally generated landscape
 - Implemented advanced game mechanics and difficulty increase
- [tch.io Repository for many my Games](#)

JavaScript Projects

1st Collaborative Starfield Warp:

- Real-time multi-user drawing interface with WebSockets
- Demonstrates client-server JavaScript programming for synchronized visual experiences

2nd Voronoi Stippling Art Generator:

- Combines p5.js with d3.js for weighted Voronoi stippling
- Demonstrates advanced algorithmic art techniques in JavaScript

Art techniques. Both projects demonstrate mastery of JavaScript, interactive graphics programming and the creative application of mathematical concepts to web-based visual art.

[Code on Github](#)

[Picture Stippling with with cursor force reaction](#)

[Warping starfield](#)

[GitHub](#)