Address

Hruba Strana 1556, 916 11 Bzince pod Javorinou, Slovakia

-ilip**Gulan**

Software Engineer

Experience

07/18 - now Senior Software Engineer

Mavenir, Czech Republic Frontend/Full-stack dev for Analytics products (Angular mostly). I started and lead the Frontend of the new modern version of the Analytics product. The product is dedicated to telecommunication big data analysis. I designed the project structure and initialize the whole process (lint, tests, code style). The product uses Angular 6/7, Bootstrap 4, Scss, RxJS, Lodash/Ramda. I work in a Scrum team of 4 colleges (Java, Scala, Data analysis). I create interviews and then I interview new candidates.

04/17 - 05/18 Frontend Developer

I developed the digital card management system, cryptocurrency payment gateway, bottle designer. I used mainly Typescript Angular 4, SCSS CSS preprocessor, NGRX reactive architecture, RESTful API, Firebase database and authentication.

03/16 - 03/17 PHP & Android Developer

I developed new modules for internal marketing projects (e-mailing system, digital display management system) and external customer projects (hairdressers management system, signposts...). I used mainly Nette PHP framework, MySQL database, Javascript Jquery and template based on Bootstrap HTML and CSS framework.

Certifications

05/2019	DEV273x: Introduction to TypeScript 2 License 566edfe916d74b2c96997e1b996b8ced	Microsoft
06/2017	Git Complete: The definitive, step-by-step guide to Git License UC-MGHP7F21	Udemy
10/2016	The Complete Sass & SCSS Course License UC-SJSJJTI1	Udemy
08/2016	The Complete Mobile Game Development Course with Phaser License UC-A5FWWQKP	Udemy
07/2016	Learn and Understand AngularJS License UC-NB6Z8QAK	Udemy

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Mail

raipergm34@ gmail.com

Web & Git

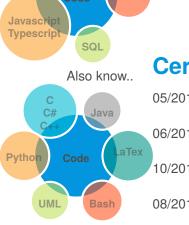
gulan.sk github.com/raiper34 linkedin.com/in/filipgulan

Languages Experienced

SCS

HTML

PHP





Angular Ionic

Frameworks

FlowUp, Czech Republic

Monit, Czech Republic



Personal Skills

Initiativ

Organiz

Creative

Innovative

Education

2016 - 2018 Bioinformatics and biocomputing Brno University of Technology, Czech Republic Master's Degree

Title of the Thesis: Detecton, localization and determination of chronic wounds

About Thesis: The aim of thesis is to design and implement a multiplatform application for detection, localization and determination of the extent of chronic wounds. The application is intended to assist nurses, doctors and healthcare assistants to monitor and evaluate chronic wounds in the course of treatment. The application is based on the Typescript programming language, on the lonic hybrid application framework and on the Electron desktop application framework. Chronic wound assessment runs on the server-side where the Python programming language is used. The Flask application framework is used for the RESTful application interface and the OpenCV library is used for image processing.

Languages Slovak **** Czech **** English **** German ****

2013 - 2016 Information Technology Bachelor's Degree Brno University of Technology, Czech Republic

Title of the Thesis: Web Platform for Game Development

About Thesis: The aim of thesis is to design and implement modern web platform for creating games. The web platform is designed both for HTML5 / Javascript games developers and for players of these games. The work also includes a web portal and API that makes services of Web portal accessible for games developers. On server-side this platform is based on scripting language PHP using Nette framework. On the client side is used HTML, CSS, Javascript, and for the purpose of responsive design is used front-end framework Bootstrap. The game that demonstrates the API is written in JavaScript using the Phaser framework.

2009 - 2013 Information Technology Grammar School of Milan Rastislav Stefanik, Slovakia Graduation: Information Technology, Matematics, English, German, Slovak language.

Other Info

Volunteer: Exercism Typescript mentor Hobbies: Swimming, In-line, Psychology, Books, Movies, Games

December 17, 2021

Filip Gulan