Lukáš Dršman

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linkedin.com/in/lukasdrsman
github.com/LukasDrsman
portfolio

WORK EXPERIENCE

RoboSkillz Academy — Full-stack web developer

JUNE 2024 - JANUARY 2025

Development of custom CMS back-end framework for RoboSkillz Academy using PHP, MySQL with JSON-specified page structure.

ALISIO s.r.o. — Full-stack web developer

alisio.sk

MAY 2024

Website with custom CMS written in PHP.

TatraLab s. r. o. — Software developer

JANUARY 2024 - DECEMBER 2024

Development of Flask-based payment gateway backend and a PyQT6 desktop application for collection and preview of IO devices for race timing systems.

GÜDE Slovakia, s.r.o. — Web tester

AUGUST 2023 - NOVEMBER 2023

Analysis and optimization of PrestaShop e-shop.

FIRST Global Slovakia, o.z. — Mentor, referee, organizer

JANUARY 2021 - PRESENT

Primarily organization of non-profit events (competitions, exhibits and conferences), maintenance of display robots. In the past I was a part of Slovak national representation in FIRST Global. Mentoring of Slovak national representation, primarily in programming and project development.

AMICO, s.r.o. — Software developer, automation developer

AUGUST 2022 - MAY 2023

Development of automated IoT device management system for Slovanet and Towercom servers. Installation of network devices.

SKILLS

HTML/CSS/JS

C/C++

Python

PHP

TypeScript

Git, Github, FTP

Node.js

Puppeteer/Selenium

REST API, HTTP

Java

SQL — MySQL, SQLite

Figma

Bootstrap

OpenGL, GLSL

IoT

Excel

LANGUAGES

Slovak — C2

English — C1 (high school diploma)

EVANJELICKÉ GYMNÁZIUM JURAJA TRANOVSKÉHO,
Liptovský Mikuláš — 8 years, bilingual studies

2016 - 2024

High school diploma - Slovak Language and literature, English language (C1), Mathematics (SK & EN), Physics
During my studies, I was focused mainly on robotics, primarily as a programmer for the school's FLL team, Tatranskí Dravci, operating for 4 years. During our last year, we achieved national success, placing 3rd in over-all national standings and 1st in design. Additionally, I participated in the 2021 national representation in FIRST Global Challenge. After these, I took to mentoring younger students.

ALISIO.SK — Website per client's request
alisio.sk

Website with custom design, CMS, smart contact form processing and dynamic content rendering as per client's request. Front-end with custom elements, designed with Figma, boiler-plate implemented using Bootstrap.

Personal portfolio
lukasdrsman.github.io

Website for my own interactive portfolio.

voxels — Estimation and rendering of parametric volumes
github.com/TatranskiDravci/libev3min

Rendering volumes given parametrically or by a point-cloud in C++ using OpenGL 4.5 and GLS. Graphics programming and linear algebra.

libev3min — C library for LEGO robots
github.com/TatranskiDravci/libev3min

Minimalist, low-overhead, open-source library for LEGO robots, primarily for FLL. Used practically during our final FLL stint in high school.

recon — Stereoscopic 3D reconstruction
github.com/LukasDrsman/recon

Work in progress project for stereoscopic 3D scene reconstruction from images.

temná-hmota — Interface for FGSVK 2023 Software Challenge
github.com/LukasDrsman/temna-hmota

Custom additions and modifications to the interface for national software challenge, issued by FIRST Global Slovakia, o.z. in 2023.