

LENKA PITONAKOVA

CURRICULUM VITAE

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PERSONAL PROFILE

A hard-working and responsible IT professional with extensive teamwork experience in an agile development environment. Ability to be innovative, creative and to quickly understand new concepts. Specialised in C-family languages, mobile development, Java, Flash and PHP development, with interest towards adaptable software and swarm intelligence.

TECHNICAL SKILLS

- **iPhone and iPad development** (*expert*)
 - Objective-C, Cocoa, OpenGL ES, constraints of embedded environment
 - Web-driven content, Infra-red and Bluetooth communication between devices, data persistence
- **C++** (*intermediate*)
 - OpenGL, GTK, OpenCV API for Kinect
- **Java** (*intermediate*)
 - Java applets, web services for JBoss and GlassFish
 - Android development
- **Adobe Flash, Flex** (*expert*)
 - ActionScript 2 and 3, web-driven content, Cairngorm, XML, CSS, animation
- Web development and graphic design
 - **PHP, MySQL** (*expert*)
 - Adobe **Dreamweaver**, Adobe **Fireworks** (*expert*)
 - **HTML** and **CSS**, Search Engine Optimisation and cross-browser coding (*expert*)
 - **JavaScript, JQuery, Ajax, REST** (*expert*)
 - Adobe **Photoshop** (*beginner*)
- **Facebook, Twitter, Flickr, LinkedIn, Foursquare** integration (*expert*)
 - Objective-C, C++ and PHP API's with OAuth authentication
- **Games design and development** (*intermediate*)
- **Systems modelling** (*expert*)
 - DFD, UML, data normalisation, state diagrams, flowcharts
- Academic specialisation in **artificial intelligence and artificial life**
 - Autonomous performance and adaptation, ultrastability, fuzzy logic, neural networks, genetic algorithms, finite-state machines
- Using of **GIT**

WORK EXPERIENCE

02/2010 - till date

Edelman Digital (London / Brighton), former Encore Software Solutions

Employed as an iPhone / iPad, Java, C++, Flash/Flex and PHP developer. Gained a vast amount of technical and programming expertise. Apart from day-to-day work, responsible for overlooking of R&D projects and technical blogging.

Important achievements: a universal iPhone / iPad app framework used for 7 R&D and paid apps. Leading developer role on the most advanced application built for PwC, USA in cooperation with Montreal, Canada

branch that allowed user to read articles, watch videos, bookmark or tag content, use live search and share content on popular social networks and via email. Also cooperated on C++ Kinect desktop application that used custom gesture recognition and aggregated Facebook and Twitter feeds.

02/2007 – 02/2010

Freelance web, Flash and iPhone developer

Gained experience in the whole process of creating a product, from finding customers and marketing, through project planning and management, business meetings and coordination of other developers, to delivery and after-sale customer care.

Important achievements: R&D project: iPhone shooter game Alien Strike

11/2008 – 02/2010

Flash / Web developer

Hurst MailAgent (London / Hemel Hempstead)

Contracted as a Flash and HTML developer. Gained vast experience with Flash, creation of HTML email and web templates, CSS and JavaScript development. Worked remotely within a team of designers and developers. Usual communication included chat, e-mail and webinars.

Important achievements: A flash-based WYSIWYG HTML survey builder with advanced form validation and event triggering. A side project involved creation of on-line video player and recorder. Both Flash applications could track behaviour of users and deliver graphical and textual reports to administrators.

02/2007 – 06/2008

Flash / Web developer

New Generation Websites (St. Albans)

Independent contractor. Responsibilities included creation and customisation of Flash web sites as well as PHP and JavaScript development. Gained experience in communication with clients.

QUALIFICATION

10/2009 - 09/2011

MSc Evolutionary and Adaptive Systems

University of Sussex (Brighton)

Assignments in the form of writing research papers and A-Life simulations. Courses covered adaptive behaviour, genetic algorithms, neural networks, animal and machine intelligence, neuroscience of consciousness and dynamical systems. Gained interest in swarm intelligence and autonomous adaptation. Dissertation project focused on a simulated ultrastable adaptive robot controller that used artificial hormones for neuromodulation.

09/2006 – 06/2009

BSc Computer Games Development with Honours - First Class

University of Bedfordshire (Luton)

Mostly practical assignments that required demonstration of technical skills, teamwork, personal management and research ability. Projects included 2D / 3D games creation using C++ with OpenGL and Direct X and production of research papers. Bachelor Thesis involved research into artificial intelligence and creation of a strategy game that used fuzzy logic.

Awarded GM Scholarship based on academic achievement.

LANGUAGE SKILLS

Slovak (native speaker), English (advanced), German (beginner)

INTERESTS

Drawing, writing, PC games, artificial intelligence, guitar, cooking

REFERENCES

Available on request.