

Jan Huda

CONTACT

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Date of Birth: 2. 4. 1991

WORK EXPERIENCE

Kolibri Games (formerly Fluffy Fairy Games)

Since February 2018

Unity Developer

- developing [Idle Factory Tycoon](#)
- implementing features prepared by game design team
- specializing in user interface

Future Solution Services s.r.o., FutesX

September 2016 - February 2018

C# Programmer

- scripting and programming (mostly in C# language)
- game development in Unity (Android and iOS)
- creating game architecture and design patterns
- participating on MonoGame projects

Company's main titles include [Shape Eater](#), [Mountain Rage](#), [Dominium Control](#)

Freelancer

July 2015 - October 2016

Website developer

- contract web development
- websites redesign, administration and maintenance
- consulting and analysing online marketing strategy
- working on my own videogame projects

KeyMaker s.r.o.

April 2012 - July 2015

Programmer

Website developer working mostly on functional features

- php programming
- database designing
- database maintaining (SQL)
- web applications development (CRM, booking systems, parcel logistic platforms)

SKILLS

Unity C# - advanced
.NET C# - intermediate
MonoGame - basic
Python - basic
English - expert
Jira, Asana, Trello, standard Office tools - advanced
Version control tools - GIT, TortoiseSVN

EDUCATION

RNDr. Václav Šmejkal's Gymnasium

2006 - 2010

Graduated in Czech, English, Programming, Geography

INTERESTS

Programming, travelling, playing games, historic literature, theatre (had been theatre club member for 14 years), stand-up comedy (both as viewer and performer), cooking, ~~clean up after cooking~~.