

Simon Kapicka — Curriculum Vitae

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🌐 simokapi.com • High School Computer Science enthusiast

Education

Nový PORG
High School

Prague
2017–Present

Academics

SAT: 1530 (Reading & Writing: 760, Math: 770)

Work Experience

Second Foundation Tech a.s. (October 2024 - present): Junior Developer - creating a contract management system with Kotlin
frameworks: Hibernate, Micronaut, OpenAPI, Angular

PizzaHut (September 2023 - present): Job at PizzaHut - making and selling food, working the cash register, other necessary tasks

Projects

2024: PlantIdentifier - Phylogenetic tree creator app, made using pure HTML, CSS and JavaScript. Originally scripted in python and remade in JavaScript for ease of use, this app uses REST APIs of an external database to obtain up-to-date data on plants and animals. Working version can be found on <https://plants.simokapi.com>

2024: DropStorage - A cloud storage service, made using HTML, CSS and Javascript for the frontend and BunJS for backend RESTful fetch API. Makes use of cookies, sessionIDs and a PostgreSQL database running on the backend to authenticate the user. Can be found on <https://storage.simokapi.com>

2024: Bouncer - A Physics-based Meta Quest VR game built using the Unity Game Engine. Successful implementation of the Oculus development kit and a well-functioning game which is both simple and fun to play in your spare time. Game can be found at: https://www.oculus.com/deeplink/?action=view&path=/app/25998350426422873&ref=oculus_desktop

2024: Java 3D Renderer - Made using Java, this program takes an ASCII styled STL file, loads the triangles and vertices, and calculates the 3D transformation relative to the camera, also computing the 3D to 2D projection and manages to replicate a 3D environment in 2D space

Other Positions

2024/2025: Leader of school Physics club

2023-2024: PORGMUN member of IT department

2024-2025: PORGMUN head of IT department

Extracurriculars

2021-2022: Member of school Robotics club

2022-2023: Various MUN related activities

2023: Participated in CEE Hackhealth Hackathon (offline participation)

Volunteer Work

2023/2024: Volunteer at Forum 2000 annual global conference in Prague

Courses

2022: CS50 AI - Machine Learning and Artificial Intelligence online self-paced course, with passing grade

2022: Santa Barbara City College - college level class for 3D modeling and design with Autodesk Maya software

Languages

English: Native

Passed the CPE Cambridge exams with grade B

Czech: Native

Spanish: A2

Computer skills

Languages: Python, Java, C#, HTML, CSS, **Skills:** Machine Learning, APIs, web design, game development
JavaScript, Kotlin

Others: Unity Engine, NGINX, PostgreSQL **Frameworks:** Micronaut, Hibernate

Soft Skills

Communication: Experience working in teams **Leadership:** Capable of organizing and leading a team of people to finish a task and accomplishing tasks and stating and debating on my opinion with arguments

Teamwork: Able to take on a role and help out others working with me **Problem solving — Dedication:** Will persist on a project or issue until a solution is found

Interests

Programming: I enjoy making projects and applications

Sports: I'm a rock climber, mostly enjoy bouldering