Eduard **Hopfer**

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Software Engineer who is not afraid of challenges

Education

Charles University, Prague
BACHELOR OF COMPUTER SCIENCE

Czech Republic
2019 - 2023

- Thesis: Rendering terrain using implicit surfaces extracted from volumetric voxel data
- Course: Computer Graphics | Software Engineering | System administration | Calculus

Professional Experience

AristoTelos
FULL-STACK SOFTWARE DEVELOPER

Prague, Czech Republic
2022 - 2025

- Worked on everything from backend services to UI components for the company's main project - the workforce management system AristoTelos.
- Bootstrapped a secondary project, where I designed the software architecture and infrastructure in addition to regular programming work.

.NET   Blazor   Azure

Awards

2024	**BSH Challenge Winner, 3rd Place Overall**, Hack Kosice 2024
2023	**BSH Challenge Winner**, Hack Kosice 2023

Skills

Languages	Slovak	English	Czech
Tech Stack	.NET	TypeScript	SQLServer	Azure	OpenGL	Rust	C/C++	Docker	Linux	Vim
Personal Interests	Rock Climbing	Running	Reading	Pottery