

Jan Procházka

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Technical skills

- Proficient in: Rust, TypeScript
- Familiar with: HTML/CSS, React, Go, SQL, Python, Git, Docker

Work Experience

- **Keboola** July 2021 – Present
Software Developer, Remote
 - Worked closely with a small team consisting of designers and UI developers to develop highly-interactive components and visualizations, such as an orchestration task builder and visualizer with a drag-and-drop style interface from concept to production.
 - Introduced TypeScript to the codebase, mentored team members on the basics and best practices, and presented advanced concepts in a byte-sized form, ultimately reducing the rate of production errors in new components by **95%**.
(JavaScript, TypeScript, React)
 - Built and deployed a high-throughput **API** for buffering events, transforming them using a templating language, and uploading them to the user's project for further processing.
(Go)
 - Developed various **CLI** tools for interacting with the platform, both for use in internal build pipelines and to enable critical use cases for users.
(Go, Rust)
 - Worked on internal tooling and **CI/CD** pipelines, with a focus on improving code quality and reducing build times by as much as **80%**.
 - Used **Sentry**, **Papertrail**, and **Datadog** to monitor and debug production systems.

Projects

- **Hebi** - <https://github.com/jprochazk/hebi>
 - Programming language written in **Rust** inspired by Python and JavaScript in design and semantics. Primary goal is embedding within Rust applications as a scripting layer, with an emphasis on ease of use.
 - Dynamic typing, reference counting, custom virtual machine for executing register-based bytecode.
- **EverCrawl** - <https://github.com/EverCrawl/game>
 - 2D side-scrolling online multiplayer game built to run in a web browser.
 - **WebGL** graphics, networking using **WebSockets**, automated deployment using **GitHub Actions**, streamlined asset pipeline and content creation workflow using a loosely-coupled entity-component-system architecture and various custom plugins for sprite and level editors.