

CONTACT

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SKILLS

Languages
TypeScript · JavaScript · C# · Kotlin · Python

Web
React · Tailwind CSS · Shopify · Node.js · .NET

Data
Power BI · Power Query · SQL · MSSQL · Excel · SAP data

Mobile
Android Studio · Jetpack Compose

Games & XR
Unity · Unreal Engine · AR · VR · Blender

Desktop & embedded
WPF · Embedded Wizard · Modbus/TCP

Workflow
Git · Azure · Enterprise Architect

EDUCATION

FIM UHK
Information Management, master's degree
2025 – present

FIM UHK
Information Management, Bc.
Thesis: practical project in Unreal Engine
2022 – 2025

SPŠE a VOŠ Pardubice
Secondary school diploma, programming and hardware
2018 – 2022

LANGUAGES

Czech — native
English — B2/C1

Antonín Pecka Bc.

Software Developer

Developer with five years of hands-on work since 2021. I started with desktop applications in C# and WPF, moved on to Android apps in Kotlin, and today I mostly build full-stack web applications in React and TypeScript. At Philip Morris International I worked on reporting and data analysis in Power BI and SQL and helped coordinate a company-wide IT systems upgrade in production. I enjoy taking an application from the first idea to a working product and working directly with the people who will use it. Alongside work I study Information Management at FIM UHK.

EXPERIENCE

Full-Stack Web Developer — 03/2026 – present
PekneWeby s.r.o.

- Designing and building web applications in React and TypeScript, from the user interface to integration with backends, APIs and external services.
- Built the frontend of the Chalupuj accommodation portal (chalupuj.cz) in React, in close cooperation with the backend developer.
- Working directly with clients: clarifying requirements, estimating work and splitting tasks within a small team.

Android Developer — 10/2025 – 03/2026
Blendlens

- Developed the Blendscan Android app in Kotlin with Jetpack Compose: screens and user flows, and the connection to backend services running on Azure.

IT Intern – IT Operations & Data Analyst — 02/2025 – 10/2025
Philip Morris International

- Prepared reports and data analyses in Power BI and SQL for operations teams, turning data from company systems into clear overviews for everyday decisions.
- Prepared and processed data from company systems in Excel and Power Query for further reporting.
- Supported and coordinated a company-wide IT systems upgrade in a production environment: planning, deployment tracking and communication with users.

Freelance Developer (self-employed) — 2022 – present
MADMONQ

- Customising the Shopify e-shop theme to the brand's needs.
- Built and still maintain a Discord bot in Node.js that automates and manages the community.

Software Engineer — 01/2021 – 12/2023
MIKROKLIMA s.r.o. (part-time during studies)

- Designed and implemented user interfaces for embedded devices in Embedded Wizard.
- Modernised an existing desktop application in WPF (C#) and built tools for communicating with devices over Modbus/TCP.

AR Applications — 2020 – 2023
Personal projects

- Augmented reality apps in Unity and C# with my own 3D models from Blender, e.g. the ARAdventure mini-game and shader experiments in UHK HelicopterAR. Published on GitHub.