Vít Brunner

Software engineer with attention to detail. Enjoy functional programming in general and Elm in particular.

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WORK EXPERIENCE

KindWise — I can haz role?

OCTOBER 2023 - ?, home sweet home, Brno, Czech Republic

I get a lot of data and am unsure what to do with it. Gigabytes and gigabytes of photos of forests from drones. 100,000,000 points lidar dataset. Sometimes I have to read a paper. Then I randomly train a neural network. Sometimes it does something.

Elastic — *Senior Cloud Engineer*

OCTOBER 2018 - MARCH 2022, Fully distributed company

Worked on Elastic Cloud, focusing on the user journey. Created APIs to make the frontend engineers' lives easier, added customisation of user trials and health monitoring for several internal services.

Swarms Technologies — *Backend Engineer*

DECEMBER 2016 - DECEMBER 2017, Bielefeld, Germany (working remotely)

Co-architected RESTful API backing a mobile app to connect workers and job providers. Built in Scala with Cats, backed by PostgreSQL.

Added integration tests for the major user journeys, reducing regressions. Migrated the backend to Docker, leading to predictable dev env and speed up in continuous integration. Prevented unnecessary introduction of microservices. Suggested several cost-optimization strategies for AWS.

Iniqa — *Software Engineer*

SEPTEMBER 2012 - DECEMBER 2016, Sheffield, United Kingdom (remote since 2014)

Helped create a Docker-based continuous delivery pipeline. Built a service to monitor the health of Kubernetes clusters using Scala and Akka HTTP.

Co-implemented a REST API to facilitate and process donations for a large non-profit organisation. Prototyped a hyperlocal news application powered by Elasticsearch with an AngularJS frontend. Moved a large MySQL database to a different data centre with zero downtime.

Perfect World — *PHP Developer*

JANUARY 2010 - MARCH 2012, Amsterdam, Netherlands

Created an i18n system to cater to the specific needs of the company. Created reporting tools for the finance department to facilitate business decisions. Conducted technical interviews of developer candidates.

A-WebSys — *Software Developer*

NOVEMBER 2007 - FEBRUARY 2009, Brno, Czech Republic

Developed and maintained a wide variety of small to medium sized web apps in small teams. Built a simple points-based eshop in an afternoon.

TECH I LOVE A LOT <3 <3 <3

Elm (for simplicity and helpful error messages)

Idris (dependent types, totality, better standard library than Haskell)

Git (elegant core: blob, tree, commit, pointer)

Scheme Lisp (the pinnacle of simplicity)

TECH I LIKE OK

Scala

PostgreSQL

Linux (Debian)

TECH I USED A FAIR BIT

Python (Pandas, Jupyter Notebooks, PyTorch)

PHP (Symfony, WordPress)

MySQL

JavaScript (jQuery, Angular)

HTML, CSS

LANGUAGES

I speak Czech natively, English and Polish fluently, dabble in German, French, and Toki Pona.

FAVOURITE FOOD & DRINK

Tea: green, oolong, pu-erh

Very dark chocolate

I LIKE MY SIDE PROJECTS

Iso Maze — 2025 — *Elm*

3D maze editor. Hopefully also a generator in the future.

ContinuGo — 2023 — *Elm*

Go without the grid.

Game Comment — 2022 — *Elm, Haskell*

Review variations of games played on LittleGolem. Todo: the comment part.

Sniper — 2020 — *Elm*

An interface for watching soon-ending Handshake name auctions.
Created a Punycode decoder library in the process.

Minotaur — 2016 — *Scala, Jupyter, Pandas, Keras*

A Monte Carlo tree search AI to play Quoridor. I can beat it.
Trained a neural network learning from 200,000+ game records.

Side By Side — 2013 — *AngularJS, CoffeeScript*

Visual comparison of different translations or versions of itemised texts.
See it in action for Enchiridion and Tao Te Ching.

Zlej Rob — 2013 — *Python*

Evolutionary algorithm AI solver for RoboZZle. Solved 3,000+ puzzles.
Currently in the top 30 of the 200,000+ players. This was lots of fun.

Masonry Ordered — 2012 — *JavaScript, jQuery*

A jQuery plugin to keep elements in jQuery Masonry ordered. This solved a
problem I turned out not to have, but some people still use it in 2025.

Tsumego Collections — 2004 — *TeX, Perl, Bash*

Created PDFs containing go problems. Still a popular resource.

COOL THINGS I'VE ACHIEVED

Been organising Polish Summer Go Camp, 2010, and every year since 2016.
Introduced many improvements: split study groups by student skill, better
tournament structure, play currency to bid for prizes.

Reached 4 dan in the game of go, studied in South Korea for three months
under the kind guidance of Mr Kim Sung-Rae, 8 dan professional.

Cycled across Europe, following the Eurovelo 6 for two months, from the
Atlantic to the Black Sea.

Translated KGS and its client software from English into Czech.

SPORTS

Cycling (no matter the wind, rain, snow, and ice)

Walking (especially while listening to a good podcast)

Running

Ice skating

Skiing (both cross-country & downhill)

OTHER ACTIVITIES I ENJOY

Playing board games

Getting locked in escape rooms

Baking bread and strudel