

Curriculum Vitae

FORMAL EDUCATION

- 09/2007 – 06/2010 Faculty of Informatics, Masaryk University, Czech Republic
Master's degree programme, Computer Science
Thesis: Static pointer analysis for bug detection in C programs
- 01/2009 – 06/2009 Department of Information Technology, Uppsala University, Sweden
Exchange student
- 09/2004 – 06/2007 Faculty of Informatics, Masaryk University, Czech Republic
Bachelor's degree programme, Computer Science
Graduated with honours. Dean's prize for excellent study results.
- 09/2000 – 06/2004 Gymnázium Ľudovíta Jaroslava Šuleka (high school), Komárno, Slovakia
Graduated with honours.

WORK EXPERIENCE

- 08/2012 – present .NET Core Platform, Common Language Runtime Team
Microsoft Corporation, Redmond, WA, USA
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- 09/2010 – 08/2012 Windows Fundamentals, Telemetry Team, Performance Team
Microsoft Corporation, Redmond, WA, USA
Services: Web services & middle tier for management of telemetry metadata; distributed installers and service deployments.
Client instrumentation: Animation quality telemetry, touch interaction responsiveness telemetry, power usage telemetry.
- 06/2009 – 09/2009 Windows Fundamentals, Software Quality Monitoring (SQM) Team
Microsoft Corporation, Redmond, WA, USA
Summer internship. Prototyped distributed SQM session data processing using DryadLINQ (now LINQ to HPC).
- 06/2008 – 09/2008 Windows Serviceability, Shell Test Team
Microsoft Corporation, Redmond, WA, USA
Summer internship. User interface test automation programming.

03/2007 – 06/2008 Centre for Biomedical Image Analysis
Faculty of Informatics, Masaryk University, Brno, Czech Republic
Worked on multiple tools to assist a team of biologists with their
visualization and data processing needs.

04/2005 – 12/2009 Institute of Computer Science
Masaryk University, Brno, Czech Republic
Designed a tool to support document scanning over a Remote Desktop
session. Worked on multiple systems administration helper tools.

PAST PERSONAL PROJECTS

MSCC – a compiler for a subset of C language (in C)
Available for download at <http://migeel.sk/programming/mscc>
MGBEmu – managed Game Boy Classic/Game Boy Color emulator (in C#)
Available for download at <http://migeel.sk/projects/mgbemu>
PE-inject – older project simplifying code injection for 32bit PE EXE files (in Delphi)
Available for download at <http://migeel.sk/programming/pe-inject>

And many others, most of them available at <http://migeel.sk>.

TECHNOLOGY EXPERIENCE

Programming languages: C#, C, C++, Object Pascal, x86/x86-64/Z80 assembler,
school-level experience with Prolog, Haskell and Java

Other technologies: Win32 API, SQL (SQLite), HTML/CSS, Windows Installer XML
(WiX)

PUBLICATIONS

Cracking and how to protect against it. In www.zive.sk, 2005
11-part series of articles on software reverse engineering and copy
protections published at Slovakia's most read IT journal.
<http://www.zive.sk/Autori/sc-44/default.aspx?author=761>

TEACHING EXPERIENCE

Fall 2007, Fall 2008 PB161 – C++ Programming (Faculty of Informatics, Masaryk University)
Seminar tutor (<http://is.muni.cz/predmet/fi/autumn2008/PB161?lang=en>)

PERSONAL AREAS OF INTEREST

Emulation, virtualization, development tools (compilers, profilers,
debuggers, instrumentation tools, static analysis tools), run time
systems, development frameworks, operating systems.