



Orient Kružík

SW developer



Profile

A developer with experience in Python, C#, C++ and C, and with hands-on experience with testing. In my free time I am working on a personal 2D roguelite game as a creative outlet/passion project where I am focused mainly on learning through experimentation and refining my skills. I am using Unity C# for this.



Work experience

Present



Apr 2025

Customer Support Specialist

Webkomplet, s.r.o.

- Created and managed bug reports in Azure DevOps, documenting reproducible issues with clear descriptions, steps to reproduce, and severity assessment
- Performed manual regression testing in the staging environment after developer fixes, verifying solutions were functionally correct and production-ready before release.
- Analyzed server logs to diagnose deliverability failures, developing systematic root-cause investigation habits in a production environment.

Feb 2025



May 2024

PLC programmer / engineer

Lematec s.r.o., Brno

- Designed object-oriented code and control sequences for a complex industrial automation system from scratch, applying OOP principles in a production-grade, zero-tolerance-for-failure environment.

Dec 2023



Jan 2022

Junior Developer

INUITS s.r.o., Brno

- Collaborated with Ghent University to develop and maintain EasyBuild configurations for scientific HPC software.
- Maintained and extended technical documentation for the EasyBuild project, ensuring accuracy as configurations evolved.
- I was one of the speakers on EUM'23 conference at London



Education

Apr 2022



Sep 2019

Faculty of Informatics

Brno University of Technology

Courses and Achievements:

- Was part of the Students' Union that was helping other students and organizing events for them.
- Advanced math, hardware, C, C++, C#, Java - all these courses (and more) made me kind of jack-of-all-trades. Since then I have been working on being a "master-of-some".



Contact



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Location

Brno, Czechia



Skills

- Git
- Linux
- Python
- C#
- C
- C++
- Node.js
- Driving License



Languages

Czech

Native

English

Fluent



Projects & Achievements

Present
↑
Jun 2025

Team Trainer & Group Lead (Volunteer)

Raid Training Initiative

- Lead in structured training sessions for 10-person teams in a large EU online community, during which I have set objectives, assigned roles, and facilitated clear communication under time pressure.
- Mentored 60+ distinct participants, providing guidance, explanations, and feedback to help them achieve their first successful completion of a complex team objective.

Present

Project Malbreaker

Solo developer

- 2D roguelite twin-stick shooter in Unity / C#, inspired by Binding of Isaac and Hyper Light Drifter.
- Implemented procedural dungeon generation — rooms assembled at runtime from modular building blocks with randomized layouts.
- Designed and built a ghost/replay system - recording and replaying player movements and actions to fuel enemy behavior.
- Structured development around milestone-based planning, practicing disciplined solo project management
- Mainly a project to practice my problem-solving skills and to practice different parts of Unity engine.

Jan 2024

Pirate Software - Gamejam 14

Programmer

- Participated in a 14-day game jam, during which I contributed to programming side of the project.
- Used both blueprints and C++ code
- This was my first experience using UE5.
- Contributed to a 3D resource-management game, where player defends against waves of corrupted ships while maintaining their own ship.
- <https://kronoshark.itch.io/pirate-plague>



Dec 2025

Streamally Gamejam

Software Engineer

- 7-day game jam using Unity / C#, working as both game designer and programmer in a small team.
- Contributed to a 3D document-forgery game inspired by Papers, Please — player scavenges scattered documents to construct a false identity and bluff through a checkpoint.