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WORK HISTORY **Red Hat, Inc.** February 2012 to April 2018

Started working at Red Hat as an intern during my studies at Brno University of Technology. Over time, I proceeded to start working there full time as a Software Engineer.

**Base Operating System** Internship, Part Time

My main tasks consisted of improving internal static analysis tools and maintaining a set of base OS packages for Red Hat Enterprise Linux and Fedora.

**Desktop** Part Time, Full Time

Upstream work with Qt and KDE code and its package maintenance.

### SDDM

SDDM is a display manager (login screen) - to be able to use it as the default display manager for the Fedora Plasma spin, I had to fix its Pluggable Authentication Modules integration.

### Qt Styles

Fedora Workstation is a Linux Desktop project that aims to be as consistent as possible for the end user. To make this impression even better, I wrote two Qt application styles to make Qt fit better into the default Adwaita style.

### Fedora Media Writer

I took the Fedora Media Writer package over as an unmaintained Python project. Initially, the work consisted of porting it over to Qt5 and implementing new UI according to a wireframe. However, due to Python distribution issues for Windows, the entire application was rewritten in C++.

Now it is the default way to obtain Fedora on Mac and Windows (see <https://getfedora.org>) and it works the same way on all three major desktop platforms.

### Conferences

In 2014, I was a part of the team preparing the Akademy conference in Brno. I gave a talk at the GUADEC 2017 conference in Manchester and also at some smaller events like release parties.

**Faculty of Civil Engineering, BUT Brno** January 2015 to present

### External Consultant

Consulting the *Institute Of Computer Aided Engineering And Computer Science* on Linux and Qt projects.

The work is mostly related to simulation tools, totalling at three different projects so far.

## EDUCATION

**Brno University of Technology**, Faculty of Information Technology

### **Bachelor of Information Technology**

Finished June 2014

While studying, I particularly enjoyed:

- \* Networking (TCP and UDP) projects, logical and AI programming.
- \* VHDL Hardware design - state machines and a simple processor.
- \* Microprocessor (MSP430 and Arduino) programming.
- \* Writing a Petri Net simulator and a Checkers game with graphical and command line UI (both in teams of 2).
- \* Constructing a simple programming language interpreter project (written in a team of 5).

I participated in EBEC competitions in 2013 and 2014.

I have attended a few programming marathons, usually focused on writing games.

Finished with bachelor thesis titled **C compiler back-end for PicoBlaze-6**

## OTHER EXPERIENCE

### **Google Summer of Code**

GSoC is an annual Google-ran program sponsoring students to spend their summer working on an open source project. I participated twice as a student and in the past two years, I helped run it from the side of one of the open source organizations.

#### **VideoLAN Student**

2011

Project focused on optimizing performance-critical parts of VLC and rewriting them to SIMD assembly instructions (mostly SSE2) to improve their performance.

#### **KDE Student**

2013

Worked on fixing bugs and improving polkit integration in KDE. In the end, I rewrote the whole `polkit-qt-1` library to be implemented using D-Bus calls instead of the GLib based polkit library.

#### **Fedora Project Mentor and Administrator**

2017 and 2018

I led a student working on implementing a persistent storage feature for Fedora Media Writer.

In October 2017, I also attended the GSoC Mentor summit at Google to prepare myself to become a Fedora project administrator next year.

### **Other Projects**

Participated in and contributed to many open source projects, especially related to Qt and KDE.

A few minor (and almost purely personal) projects written in free time. Most of them can be seen on my [Github page](#).

## COMPUTING

### Programming

- **C, C++** (especially with Qt) good knowledge - for 10 years.
- **QML** used extensively for 5 years.
- **C#, Intel assembly, Python** - used for a few projects.
- **Bash, D, Java, VHDL, Javascript** - used occasionally.

### Tools

- Proficient in Git
- Experienced in debugging with GDB and Valgrind (`memcheck`, `massif`, `callgrind`)
- Basic OpenGL (2.0 and newer) and GLSL knowledge.
- $\text{\LaTeX}$  usage (as seen in this CV)

### Linux

- Using a Linux based OS on my laptops system since 2010.
- Capable of basic server maintenance and configuration - I run a small VPS with a few services.

## SPOKEN LANGUAGES

**Czech** - Native speaker.

**English** - C1 - able to communicate without issues

## OTHER INFORMATION

**Driver's Licence** - B (cars)

**Interests** - music (with the focus on listening), reading, electronics, fitness