

# Maks Kolman

## Curriculum vitae

### WORK EXPERIENCE

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OCTOBER 2017 – PRESENT

Bitstamp.net

#### Software developer

Bitstamp.net is a crypto exchange website. It runs on Django and deals with billions of dollars worth of trades in Crypto currencies. Working in a company with 200+ employees has taught me of business processes associated with large companies.

Reference: Miha Miklič [hidden]

AUGUST 2015 – PRESENT

Jožef Stefan Institute, The Parallel and Distributed Systems Laboratory

#### Student researcher

Creating a generalised PDE solving library in C++, then utilizing it in a paper with the title Correlation between attenuation of 20 GHz satellite communication link and Liquid Water Content in the atmosphere.

Full stack webapp (nginx, Python/Django, SQLite database, HTML/JavaScript) development to warn Slovenian electrical companies of icing that may damage the national electric grid.

Reference: Gregor Kosec [hidden]

JANUARY 2016 – PRESENT

Gimnazija Vič

#### Programming instructor

Teaching a programming class for high school students. Focusing on python, but additional topics include game development (PyGame), web (Flask, SQL), mobile development (Kivy).

Reference: Jure Slak [hidden]

SEPTEMBER 2015

4th Office

#### Software developer

Implementing our winning application from “4th Office London Challenge”.

Reference: Boštjan Bregar

AUGUST 2013 – AUGUST 2015

Frembassy Ltd

#### Software developer

BMW webapp (Flask) to handle car fleets, customers and test drives (available cars, customer fronted booking, printing contracts,...) for dealerships in Austria, Greece, Hungary, Slovakia, Slovenia, Norway, Poland,...

Reference: Matic Peric [hidden]

📍 [hidden] Ljubljana, Slovenia

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🌐 <https://github.com/MKolman>

### EDUCATION

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2016 – **Computational Physics**

MASTER'S DEGREE

University of Ljubljana

2012 – **Physics**

BACHELOR'S DEGREE

University of Ljubljana

GPA: 9.53/10

2008 – **General High School, Science Class**

2012 Gimnazija Vič, Ljubljana

Finals: 30/34 (top 5% national)

### LANGUAGES

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FIRST LANGUAGE Slovenian, Python

FLUENT English, C++, JavaScript

MINIMAL German, PHP, Java, Go

### COMPUTER SKILLS

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ADVANCED Linux (Debian and Arch based), GIT,  $\LaTeX$ , algorithm design, backend web development (Django, Flask), competitive programming

MEDIUM SQL, googletest, Microsoft Windows, HTML/CSS

### PHYSICS COMPETITIONS

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2012 **International Young Physicists' Tournament**

GERMANY

Presenting and defending your teams findings in front of peers.

2011 **The Shalheveth Freier Physics Tournament**

ISRAEL

Building a safe and cracking others.

2010 **European Union Science Olympiad**

SWEDEN

Solving scientific assignments in teams.

## PROGRAMMING COMPETITIONS

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- 2015 **4th Office London challenge**  
LONDON  
*Won in a week long competition. Created a mobile app that takes the data from their social application and analyses interpersonal relationships for their users and recognises important posts.*
- 2012 – **Central European Regional Contest**  
2016 POLAND, CROATIA  
*Teams programming competition for university students of central Europe. Placing in the following places chronologically: 34/77, 32/72, 29/79, 38/61, 26/63.*
- 2010 – **University Programming Marathon**  
2017 SLOVENIA  
*National qualification competition cycle for CERC. Placing 6th, 3rd, 1st, 2nd, 2nd, 3rd, 1st with the team Pitoni.*
- 2015 – **Multiple Hackathons**  
2017 SLOVENIA  
*Dragonhack ('15-1st, '16-3rd, '17-best hardware hack), Local Hack day ('16-2nd), Science Hack day ('16-1st)*
- 2012 **Central European Olympiad in Informatics**  
HUNGARY  
*Individual programming contest for high school students in central Europe.*
- 2008 – **Various programming competitions**  
2012 SLOVENIA  
*Routinely top 5 in individual programming contests. Winning the competition for the best minesweeper solver, got third place with a paper titled "Artificial intelligence at playing zero-sum games".*

## PAPERS

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Kolman, M., & Kosec, G. (2017, May). A Massively-Parallel Multicore Acceleration of a Point Contact Solid Mechanics Simulation. In "Proceedings of the Fifth International Conference on Parallel, Distributed, Grid and Cloud Computing for Engineering", Civil-Comp Press, Stirlingshire, UK, Paper 33, 2017

Kolman, M., & Kosec, G. (2016, May). Correlation between attenuation of 20 GHz satellite communication link and Liquid Water Content in the atmosphere. In Information and Communication Technology, Electronics and Microelectronics (MIPRO), 2016 39th International Convention on (pp. 292-297). IEEE.

Gosar, Ž., Kolman, M., Bajec, K., & Ažman G. (2011). Umetna inteligenca pri igranju iger z ničelno vsoto: Raziskovalna naloga na področju računalništva in informatike. Ljubljana: Gimnazija Vič. (eng. Artificial intelligence at playing zero-sum games)

## INTERESTS

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technology, programming, physics, Raspberry Pi logical puzzles, rubik's cube, sleight of hand, chess, squash, fitness, volleyball, elementary gymnastics, podcasts, YouTube Edu, Reddit, jokes, web comics (XKCD, SMBC, PhD comics, C&H), Dungeons & Dragons, board games