

Roman Šafranko

Software Developer

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PROFILE

Software developer and recent CS graduate with hands-on experience in web development, APIs, data tools, and applied AI systems. I build practical end-to-end solutions across frontend, backend, and intelligent systems, with projects ranging from robotics and computer vision to analytics platforms and interactive web products.

PROJECTS

Voice-Controlled Robotic Arm

2025–2026

Bachelor's Thesis · Technical University of Košice

Built an end-to-end system for controlling a Dobot Magician robotic arm through plain-language voice commands. Combined speech-to-text, local LLM tool-calling, computer vision, OCR, and camera-to-robot mapping to execute actions offline.

TFT Analytics Platform

2025–2026

Personal Project

Built a data-driven web platform for Teamfight Tactics analytics on top of the Riot API. Worked across frontend, backend, and data processing to deliver player search, match history, composition analysis, and internal tooling for structured game data.

CV Studio

2026

Personal Project

Created a browser-based CV builder with live preview, ATS-focused editing support, and export capabilities. Focused on building a clean product experience while embedding practical feedback into the writing workflow.

SKILLS

Python · JavaScript/TypeScript · SQL · React/Next.js · Node.js · OpenCV · AI/LLM tooling · Docker · Linux · REST APIs

EDUCATION

B.Sc. Computer Science

2023 – 2026

Technical University of Košice · Košice

Thesis: Voice-controlled robotic arm using multimodal language models

LANGUAGES

Slovak — Native English — C1