



VLADIMIR CERVENKA

DIRECTOR OF ENGINEERING

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ABOUT ME

I am a seasoned technology leader with a decade-long track record of spearheading software engineering teams and driving innovation. From an individual contributor (C/C++) to PhD holder in computer science, I've designed system architectures powering everyday tools or space shuttles. Passionate about nurturing organizational culture, enhancing team collaboration beyond procedural excellence. Obsessed with efficiency and automation, I champion Agile methodologies and lead with authentic respect, openness, and regular feedback.

EDUCATION

PH.D. IN COMPUTER SCIENCE AND NETWORKING

Brno University of Technology / 2014

MASTER OF SCIENCE

Brno University of Technology / 2010

- Master of Science with Distinction

SKILLS

HIGHLY STRUCTURED

ANALYTICAL

CONTINUOUS IMPROVEMENT

EFFECTIVE COMMUNICATION

COLLABORATIVE PROBLEM SOLVING

PAST PROGRAMMING AND ARCHITECTURE PROFICIENCY IN C/C++

LANGUAGES

CZECH

ENGLISH

CERTIFICATIONS

CERTIFIED SCRUM PRODUCT OWNER (CSPO)

SEP 2019

CERTIFIED SCRUMMASTER (CSM)

FEB 2016

CISCO ACADEMY TRAINER

SEP 2010

INTERNATIONAL COACH FEDERATION ACC

JAN 2018 - PRESENT

WORK EXPERIENCE

SEVERALNINES

Sweden/ Remote
May 2021 - Present

Director of Engineering

- ✓ Implemented robust security measures, including a zero-trust policy, SAST, DAST and password management
- ✓ Designed and executed a hiring strategy and four-stage hiring process, encompassing both technical and non-technical assessments
- ✓ Enhanced feature and release predictability by introducing Scrum across teams
- ✓ Established new QA strategies and reporting mechanisms
- ✓ Contributed to the achievement of SOC2 and ISO/IEC 27001:2013 certification
- ✓ Elevated employee engagement through multiple surveys, company values definition, kudos system, 360-degree feedback mechanism, etc.
- ✓ Established learning communities company-wide to promote continuous learning
- ✓ Engaged the management team in utilizing JIRA for tracking and alignment on company goals, implemented a bonus system
- ✓ Overseeing the engineering organization - three teams of remote developers, QA, DevOps, Scrum Masters

SOLARWINDS

Brno/ Hybrid
Jan 2018 - May 2021

Engineering Manager

- ✓ Successfully transitioned product development to a new local team
- ✓ Tripled the headcount of the original team
- ✓ Established a new team and strategy to technically support three legacy products
- ✓ Spearheaded the creation and launch of a cloud-based cybersecurity product
- ✓ Significantly improved efficiency by reducing testing duration by over 70% and bolstering software quality through the implementation of Pytest automation
- 📁 Transitioned from SolarWinds when the MSP division (now N-able) discontinued its operations at the Brno branch

MOROSYSTEMS

Brno
Mar 2017 - Jan 2018

Software Development Manager

- ✓ Reduced testing time by 40%, established a regular delivery and improved software quality metrics by implementing automated testing (Selenium)
- ✓ Introduced the LeSS (Scaling Scrum) for three Java development teams (20+ people)
- ✓ Established a release process, reproducible by any team member

FLEXTRONICS

Brno
Jun 2015 - Mar 2017

Software Development Manager

- ✓ Established and developed a software department from scratch
- ✓ Implemented an Agile development in a time-sensitive environment
- ✓ Significantly optimized development processes by introducing a reusable software library system, cutting development time and cost
- ✓ Engineered cutting-edge software solutions, including a car dashboard with sub-3-second boot time on limited HW using Linux (Hands-on C/C++)
- ✓ Providing strategic support for business development initiatives
- 📁 Departed as a result of the closure of the Brno branch

BRNO UNIVERSITY OF TECHNOLOGY

Brno
Jan 2011 - Oct 2016

Research And Development Engineer

- ✓ Pioneered a patent-pending data processing technique for IoT devices, achieving an 8.36x efficiency boost
- ✓ Designed and implemented 6 projects, including a communication system for space shuttles and their satellites in collaboration with the European Space Agency (ESA) and Honeywell Technology (Hands-on C/C++)
- ✓ Published 13 papers in the fields of Cryptography and IoT
Roles: R&D Enginner and Project manager (3 projects)

LOCKHEED MARTIN & UNIVERSITY OF ALBERTA

Jan 2015 - Jun 2015

Software Architect

- ✓ Designed the architecture and developed proof of concept for a ground data acquisition system tailored for airships (IoT). (Hands-on C/C++)

HERMAN

Brno
Aug 2011 - Aug 2012

Software Engineer

- ✓ Designed and implemented a software-defined radio (SDR) system to control traffic lights for public transportation. (Hands-on C/C++)