

Ing.
DRAHOMÍR DLABAJA
SENIOR SOFTWARE ENGINEER

I make complex software easier to understand, maintain, and evolve

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ABOUT ME

I specialize in C++ and backend systems, with experience in computational geometry, performance optimization, legacy code modernization, production infrastructure, and technical leadership.

My approach has evolved from solving difficult technical problems to understanding which problems are worth solving, how to manage their risks, and how to help other engineers succeed.

OPEN SOURCE

Mosaic Crochet Editor
Browser editor for mosaic crochet charts that generates row-by-row instructions, in Rust and TypeScript.

LFIF
C++ codec for 4D light-field image compression from the university research.

PUBLICATIONS

Comparison of light field compression methods
Multimedia Tools and Applications, 2022, coauthor

Evaluation of 4D Light Field Compression Methods
WSCG 2019, coauthor

4D-DCT Based Light Field Image Compression
Excel@FIT 2019, sole author

INTERESTS

Learning · Bouldering · Running · 3D Printing · Crocheting · Cooking · Hiking · Music · Coffee Science · Gaming

CONNECT

github.com/lechaosx
linkedin.com/in/dlabajad

WORK EXPERIENCE

SEZNAM.CZ
08/2025 – present
C++ · CMake · Conan · Linux · Docker · GitOps · Kubernetes · Aerospike · MariaDB · Argo CD · Git · Claude Code

Senior Software Engineer
- Owned several production database and service migrations in Seznam's identity backend.
- Designed password storage that met new requirements and kept old passwords valid.
- Helping move deployments to Argo CD GitOps, C++ builds to CMake, and dependencies from Debian packages to Conan.
- Identifying hidden risks and assumptions in modernization proposals, and the cost of mitigating them, so the team can decide which to accept.

CHYRON
03/2023 – 05/2025
C++14 · C++/CLI · C# · .NET Framework · Git · Windows · Visual Studio · Python · CMake · Conan · Jenkins · Jira · PostgreSQL

Senior Software Engineer → Technical Lead
- Joined a new three-person team reviving an acquired ~10M-line broadcast weather suite, starting by restoring its build environment.
- Reconciled divergent customer-specific branches across five Git repositories, speeding development and helping ship customer-facing improvements alongside maintenance.
- Grew into the technical lead role, participated in hiring two engineers and an intern, and mentored teammates to lead increasingly complex projects.
- Proposed process experiments through which the team replaced fixed two-week sprints with a lightweight Kanban-style flow it found more efficient.

TESCAN 3DIM
04/2021 – 03/2023
C++17 · Qt 5 · Linux · Windows · Visual Studio · CMake · Conan · Git · GitLab CI/CD · Redmine

Software Developer
- Developed and optimized robust 3D mesh Booleans and spatial queries in BlueSkyPlan dental planning.
- Moved heavy computation off the UI thread, substantially improving responsiveness.
- Introduced modern CMake and pioneered Conan so computation ran standalone on Linux for integration with a cloud platform.

BRNO UNIVERSITY OF TECHNOLOGY
06/2019 – 12/2020
C++20 · CMake · Linux · Git

Data Compression Researcher
Designed and implemented a 4D-DCT light-field compression method in C++, building on the bachelor's thesis, and coauthored two comparative papers.

EDUCATION

BRNO UNIVERSITY OF TECHNOLOGY
2022

Master's in Computer Graphics and Interaction
Thesis with TESCAN 3DIM: CPU visualization of large volumetric data (cache-aware data structures, parallelization, vectorization).

BRNO UNIVERSITY OF TECHNOLOGY
2019

Bachelor's in Information Technology
Thesis *Lossy Light Field Compression*: Dean's Award and Excel@FIT 2019 recognition.