Aneta Texler

Software Engineer with 3 years of backend development experience and 2 years of research experience in computer graphics. Although my primary interests lie in computer graphics / vision, mobile development, and data science, I am open to dive into varied computer science fields and technologies.

Experience

Research Engineer — 7/2019 – 2/2021

- Worked on several computer graphics research projects resulting in two publications.
- Developed a mobile application for Android allowing real-time style transfer to faces.
- Participated in writing technical papers.
- Hands on experience in C++, Java, Android, NDK, JNI, OpenCV.

Data Management Specialist — 8/2016 – 6/2019

- Developed automated web scrapers for downloading pages and software for parsing HTML/XML/JSON/PDF files and importing the data into databases.
- Designed databases, scripted T-SQL queries and procedures.
- Maintenance and debugging of my projects and projects of others.
- Hands on experience in C#, .NET, HTTP, HTML, XML, DOM, XQuery, XPath, JSON, relational databases, Entity Framework, LINQ, T-SQL, SQL Server Management Studio.

Education

MSc in Computer Science, Major in Data Science — 9/2017 – 6/2019

Czech Technical University in Prague, Czechia

BSc in Computer Science, Major in Information Systems — 9/2011 – 6/2017

Czech Technical University in Prague, Czechia

Journal Publications

FaceBlit: Instant Real-time Example-based Style Transfer to Facial Videos — I3D'21

A. Texler, O. Texler, M. Kučera, M. Chai, and D. Sýkora
In *Proceedings of the ACM in Computer Graphics and Interactive Techniques, 4(1)*

StyleProp: Real-time Example-based Stylization of 3D Models — PG'20+21

F. Hauptfleisch, O. Texler, **A. Texler**, J. Křivánek, and D. Sýkora
In *Computer Graphics Forum, 39(7):575--586*

Selected Projects

FaceBlit [C++, Java] A research project dealing with style transfer from a static portrait to facial videos. My main contribution was a mobile application for Android that captures a face, stylizes each frame using a given style exemplar, and displays results, all in real-time. The UI is developed in Java and the style transfer logic in C++; connected via JNI.

StyleProp [C#, HLSL] A research project dealing with real-time style transfer from a 2D hand-drawn image to a 3D model. My main contribution was an upsampling method accelerated on a GPU that increased resolution and quality of the result.

Edge Detector [C++, CUDA] My coursework dealing with Canny algorithm to detect edges in images, accelerated by OpenACC and CUDA.

Web Applications [C#] Two different coursework projects, the first dealt with searching similar images based on their histograms, the second handled an e-cookbook (storing, searching, creating recipes). Hands on experience in ASP.NET Core, REST API, Entity Framework, LINQ, Razor, Angular.

Personal Info

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Skills

C/C++
Proficient
Algorithms, backend, Windows, Linux, Android native development

C#
Proficient
.NET Framework

Python
Advanced
Scikit-learn, Pandas, NumPy, Jupyter

Java
Advanced
Desktop and Android, NDK, JNI

Web
Intermediate
ASP.NET Core, REST API, Bootstrap

Computer Graphics / Vision
Intermediate
Style transfer, face detection, image manipulation, OpenCV

Data Science
Advanced
Data pre-processing, data mining, web mining, machine learning

Database systems
Advanced
SQL, relational databases, object-relational mapping, Entity Framework, LINQ

CPU & GPU Parallelism
Intermediate
OpenMP, MPI, OpenACC, CUDA

Version Control
Advanced
Git, SVN