## PERSONAL INFORMATION

# Mgr. Michal Piovarči

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✉ michal.piovarci@gmail.com

Date of birth 24. 5. 1991 | Nationality Slovak

## EDUCATION

**2016-** — **Researcher at Saarland University, MMCI**

1. 4. 2016 –

- Researcher at Saarland University, MMCI in the group of Piotr Didyk

**2015 - 2016** — **Internship at Max Plank Institut fur Informatik**

1. 6. 2015 – 29. 2. 2016

- Internship under the supervision of Piotr Didyk

**2012 - 2014** — **Mgr. in Computer science - finished with honours**

Comenius University in Bratislava, Slovakia

- Computer graphics
- Computer Vision

**2009 - 2012** — **Bc. in Computer science - finished with honours**

Comenius University in Bratislava, Slovakia

- General computer science education

**2001 - 2009** — **General Certificate of Education**

High School of Federico García Lorca in Bratislava

- Bilingual Slovak – Spanish high school

## Publications and Projects

**2016** — **SIGGRAPH '16**

An interaction-aware, perceptual model for non-linear elastic objects

M. Piovarči, D. I. W. Levin, J. Rebello, D. Chen, R. Ďurikovič, H. Pfister, W. Matusik, P. Didyk

Technical paper – to appear

**2014** — **Master thesis**

Base Manifold Meshes from Skeletons

Supervisor: Martin Madaras

**2014** — **SCCG conference**

Skeleton-based Matching for Animation Transfer and Joint Detection

M. Madaras, M. Piovarči, J. B. Dadová, R. Franta, T. Kovačovský
Full paper

| 2014 | **CESCG conference** |
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Base Manifold Meshes from Skeletons

Michal Piovarči

Full paper

| 2014 | **Eurographics 2014** |
|------|----------------------|

Skeleton-based Joint Position Detection

Martin Madaras, Michal Piovarči, Tomáš Kovačovský

Poster

| 2012 | **Quartz Vector Prototyper** |
|------|------------------------------|

Bachelor thesis

Supervisor: Peter Krajčík

## AWARDS

| 2014 | **ACM SPY gallery of the best** |
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Award received for master thesis in international Czech - Slovak competition

| 2014 | **Kunii prize** |
|------|-----------------|

Award received for master thesis in local competition

## PERSONAL SKILLS

**Mother tongue(s)**    Slovak

**Other language(s)**

| UNDERSTANDING | | SPEAKING | | WRITING |
|---|---|---|---|---|
| Listening | Reading | Spoken interaction | Spoken production | |
| English | | | | |
| C1 | C1 | B2 | B2 | C1 |
| Spanish | | | | |
| C1 | C1 | B2 | B2 | C1 |

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
Common European Framework of Reference for Languages

**Computer skills**
- 3 years of programming in C++ language
- 2 years of programming in Objective-C

**Driving licence**
- B

## ADDITIONAL INFORMATION

**Research interests**
- Shape modelling, processing, and animation
- Procedural model generation
- Model parameterization
- Physically based modelling and animation
- 3D printing