# Ondřej Texler

Contact

Department of Computer Graphics and Interaction

Information Faculty of Electrical Engineering

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Personal Data

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**EDUCATION** 

## Doctoral degree study (PhD)

2018 - Present

Computer Graphics, Faculty of Electrical Engineering, Czech Technical University in Prague. Dissertation Thesis: Example-based Stylization.

## Master degree study (MSc)

2016 - 2018

Software Engineering, Faculty of Information Technology, Czech Technical University in Prague. Master Thesis: Digital Image Processing and Image Stylization.

## Bachelor degree study (BSc)

2012 - 2015

Software Engineering, Faculty of Information Technology, Czech Technical University in Prague. Bachelor Thesis: Architecture design and implementation of a large software system.

High school

2004 - 2012

Mathematics, Physics, and Descriptive Geometry specialization, Gymnasium of Christian Doppler.

Professional Experience

#### Remote Collaboration, Adobe Research, USA

9/2017 - present

Research & Development. Remote collaboration on several research projects, publications, and tech transfer project. Computer graphics; patch-based style transfer; neural-network-based style transfer.

Intern Research Scientist, Adobe Research, Seattle, Washington. 7/2018 - 10/2108Research & Development. Combining neural-network-based and patch-based style transfer methods. Chunk-based style transfer method with focus on a real-time performance.

Intern Research Scientist, Adobe Research, San Jose, California 9/2017 – 12/2107

Research & Development. Guiding patch-based style transfer method using convolutional neural networks, image harmonization, and histogram optimization. Integrating developed style transfer method into Adobe Photoshop.

Software Architect and Developer, Dynavix, Prague, Czechia 5/2014 – 9/2017

Software Architecture & Development. The navigation application for smartphones, tablets, and PND devices. C++, Java (Android), JavaEE, Objective-C (iOS), C#.

Software Developer, World of Warcraft game server, Prague, Czechia 2/2013 – 5/2014 Software & Database Development. The World of Warcraft game server. Extending game mechanics, scripting artificial intelligence, data-mining. C++, C#. COMPUTER
SCIENCE &
PROGRAMMING
SKILLS

## Software Architecture & Development

Advanced. 5+ years of practical experience.

# Academic / Research & Development

Advanced. 3+ years of academic and practical experience.

## Deep Learning / Convolutional Neural Networks

Intermediate. 2+ years of practical and theoretical experience. DeepLearning.ai specialization courses.

## C/C++11/14

Proficient. 7+ years of practical experience.

## Android (Java)

Proficient. 6+ years of experience in Java; 5+ years of experience in Android.

#### **JavaEE**

Advanced. 2 years of practical experience.

#### Python

Intermediate. 2+ year of practical experience; machine learning, data-science.

#### C#

Intermediate. 2 years of practical experience.

## Objective-C

Intermediate. 1 year of practical experience.

#### **PUBLICATIONS**

[Accepted to Siggraph 2019] O. Jamriška, Š. Sochorová, O. Texler, M. Lukáč, J. Fišer, J. Lu, E. Shechtman, and D. Sýkora: Stylizing Video by Example. (Siggraph, Los Angeles, California, July 2019)

[Accepted to Expressive 2019] O. Texler, J. Fišer, M. Lukáč, J. Lu, E. Shechtman, and D. Sýkora: Enhancing Neural Style Transfer using Patch-Based Synthesis. (Expressive, Genoa, Italy, May 2019)

[Accepted to Eurographics 2019] D. Sýkora, O. Jamriška, O. Texler, J. Fišer, M. Lukáč, J. Lu, and E. Shechtman: StyleBlit: Fast Example-Based Stylization with Local Guidance. In Computer Graphics Forum. (Eurographics, Genoa, Italy, May 2019)

O. Texler and D. Sýkora: Example-Based Stylization of Navigation Maps on Mobile Devices. In Proceedings of the 22nd Central European Seminar on Computer Graphics., (CESCG, Smolenice, Slovakia, 2018)

STUDENT SUPERVISION

## CTU in Prague:

A. Moravcová (MSc), A. Sternwaldová (MSc)

NATIONAL LANGUAGES Czech language: Native speaker

English language: Fluent Russian language: Beginner