

Ondřej Texler

CONTACT	Department of Computer Graphics and Interaction
INFORMATION	Faculty of Electrical Engineering
	Czech Technical University in Prague
	Karlovo náměstí 13, 121 35 Prague 2, CZ

PERSONAL DATA	<i>Date of birth:</i>	9th October 1992
	<i>E-mail:</i>	ondrej.textler@gmail.com
	<i>Nationality:</i>	Czech
	<i>LinkedIn:</i>	<a href="https://www.linkedin.com/in/ondrej-textler">https://www.linkedin.com/ in/ondrej-textler</a>
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EDUCATION	<b>Doctoral degree study (PhD)</b> Computer Graphics, Faculty of Electrical Engineering, Czech Technical University in Prague. Dissertation Thesis: Example-based Style Transfer.	<b>2018 – Present</b>
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**Master degree study (MSc)** **2016 – 2018**  
 Computer Science, Faculty of Information Technology, Czech Technical University in Prague.  
 Master Thesis: Digital Image Processing and Image Stylization.

**Bachelor degree study (BSc)** **2012 – 2015**  
 Computer Science, 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**      **Intern Research Scientist, Samsung Research America, California**      **4/2020 – Present**  
*Research & Development.* Research on image-to-image and video-to-video translation neural networks.

<b>Intern Research Scientist, Snap Inc., Los Angeles, California</b>	<b>7/2019 – 10/2019</b>
<i>Research &amp; Development.</i> Research of new techniques on training generative adversarial networks for style transfer tasks; focused on a scenario where a minimal amount of data is available, and an interactive response is required. Furthermore, developing a shader-based real-time stylization for human portraits.	

**Remote Collaboration, Adobe Research, USA** **9/2017 – 12/2019**  
*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 – 10/2108**  
*Research & Development.* Combining neural-network-based and patch-based style transfer methods.  
 Chunk-based style transfer method with a focus on 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#.

## PUBLICATIONS

F. Hauptfleisch, **O. Texler**, A. Texler, J. Křivánek, and D. Sýkora: **StyleProp: Real-time Example-based Stylization of 3D Models.** In *Computer Graphics Forum*, 39(7):575-586 (Pacific Graphics 2020)

**O. Texler**, D. Futschik, M. Kučera, O. Jamriška, Š. Sochorová, M. Chai, S. Tulyakov, and D. Sýkora: **Interactive Video Stylization Using Few-Shot Patch-Based Training.** In *ACM Transactions on Graphics*, 39(4):73 (SIGGRAPH 2020, August 2020)

**O. Texler**, D. Futschik, J. Fišer, M. Lukáč, J. Lu, E. Shechtman, and D. Sýkora: **Arbitrary Style Transfer Using Neurally-Guided Patch-Based Synthesis.** In *Computers & Graphics*, 87:62-71 (January 2020)

O. Jamriška, Š. Sochorová, **O. Texler**, M. Lukáč, J. Fišer, J. Lu, E. Shechtman, and D. Sýkora: **Stylizing Video by Example.** In *ACM Transactions on Graphics* 38(4):107 (SIGGRAPH 2019, Los Angeles, California, July 2019)

**O. Texler**, J. Fišer, M. Lukáč, J. Lu, E. Shechtman, and D. Sýkora: **Enhancing Neural Style Transfer using Patch-Based Synthesis.** In *Proceedings of the 8th ACM/EG Expressive Symposium*, pp. 43-50 (Expressive 2019, Genoa, Italy, May 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* 38(2):83-91 (Eurographics 2019, 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 2018, Smolenice, Slovakia, 2018)

## COMPUTER SCIENCE & PROGRAMMING SKILLS

**Academic / Research & Development**  
4 years of conducting research and publishing of scientific papers.

**Computer Graphics / Computer Vision**  
4 years of academic and practical experience (shaders, CUDA, OpenCV).

**Deep Learning / Convolutional Neural Networks / GANs**  
2 years of practical and theoretical experience (PyTorch, NumPy, SciPy).

**Software Architecture & Development**  
6 years of practical experience.

**C/C++11/14**  
*Proficient.* 7 years of practical experience.

**Java, Android**

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

**Python**

*Advanced.* 2 year of practical experience; machine learning, data-science.

**C#, Objective-C**

*Intermediate.* 2 years of practical experience.

STUDENT  
SUPERVISION

**CTU in Prague:**

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

NATIONAL  
LANGUAGES

**Czech language:** *Native speaker*  
**English language:** *Fluent*  
**Russian language:** *Beginner*