

## education

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### IEM / Kunstuniversität Graz

Computer music and Sound Art

2025

Erasmus exchange

### Faculty of Music / Janacek Academy of Performing Arts

Multimedia creation

2023-

Bachelor of Arts

### FEEC / Brno University of Technology

Audio engineering - music production and recording

2018-2023

Engineer's degree

### Gymnázium J. G. Tajovského, Banská Bystrica

Mathematics class

2014-2018

### Final Theses

- *Artificial Intelligence for Video Sonification*  
Master's thesis at BUT
- *Experimental software musical instrument*  
Bachelor's thesis at BUT

## experience

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### Bazmek entertainment

Music composition & sound design for theatre (+ other media)

2023-

### Rekola Bikessharing

Bicycle mechanic

2022-

### Projekt Trychtýř (SVITAVA transmedia art lab)

Collaborative art project presented at SONDA festival

2022, 2024, 2025

### Freelance audio / art work

Recording, mixing, installations, coding...

2021-

### Audified

Audio hardware assembly

2020

## skills

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- Programming: *C++, Python, C#, Java, Javascript*
- Audio production, engineering, recording: *Reaper, Ableton Live*
- Interactive audio/art, creative coding: *SuperCollider, Max/MSP/Jitter, Pure Data, Touchdesigner, FMOD studio, p5.js*
- DSP, Audio programming: *JUCE framework*
- Embedded development: *ESP32, Arduino, STM32, Daisy Seed, Raspberry Pi, PlatformIO*
- Web development: *Hugo, React, Supabase*
- Video editing: *DaVinci Resolve*
- Computer vision: *OpenCV, object detection, MOT*
- Bicycle repair and building
- Vegetarian cooking, specialty coffee

## languages

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English (proficient), German (learning), Slovak (native), Czech (proficient)

## workshops (attended)

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<b>SMC Summer School - Art Installations</b> (IEM Graz, Winfried Ritsch)	<b>2025</b>
<b>Fluid Corpus Manipulation (FluCoMa)</b> (IEM Graz, Pierre Alexandre Tremblay)	<b>2025</b>
<b>Advanced sound design, live electronics and musical programming</b> (HF JAMU, Bruno Liberda)	<b>2024</b>
<b>Spatial sound and ambisonics</b> (HF JAMU, Thomas Gorbach)	<b>2023</b>
<b>Deep Learning for composers and artists</b> (SVITAVA, Robert B. Lisek)	<b>2023</b>
<b>Walking Over Bones - Field recording</b> (Kunsthalle Bratislava, Tomáš Prištiak)	<b>2022</b>