

Academic Positions	Eötvös Loránd University, Budapest, Hungary Junior Assistant Professor, Faculty of Informatics	September 2010 - Present
Education	PhD in Computer Science Eötvös Loránd University, Budapest, Hungary	February 2009 - Present
	Combined MSc-BSc in Computer Science and Mathematics Eötvös Loránd University, Budapest, Hungary Final exam's grade: 5, Thesis' grade: 5 (5 – best, 1 – worst) Specializations: Computer Graphics, Artificial Intelligence and Programming Languages	July 2008
Scholarships	International Fulbright Science and Technology Award	will start in Sept 2011
	Erasmus Scholarship University of Helsinki, Finland	Jan 2006 – May 2006
	CEEPUS Scholarship Paisii Hilendarski University of Plovdiv, Bulgaria	2wks, March 2004
Internships	Tata Consultancy Services Innovation Labs New Delhi, India	Sept 2008-Jan 2009
	T-System Hungary Budapest, Hungary	July 2003
Publications	<p>T. Umenhoffer, L. Szécsi, M. Magdics, G. Klár, and L. Szirmay-Kalos: Non-Photorealistic Rendering for Motion Picture Production. Article in <i>Novática magazine of Asociación de Técnicos de Informática</i>, Spain, 2010.</p> <p>G. Klár, G. Valasek: Employing Pythagorean hodograph curves for artistic patterns. In <i>Conference of PhD Students in Computer Science</i>, Hungary, 2010.</p> <p>G. Klár, G. Valasek: A design element creator for smoothly curving patterns. Poster at <i>Computational Aesthetics in Graphics, Visualization, and Imaging 2010</i>, London, 2010.</p> <p>G. Klár, V. Vad: Highly Parallel Toolbox of Level Set Methods. In <i>8th International Conference on Applied Informatics</i>, Hungary, 2010.</p> <p>M. Magdics, G. Klár, Rule-based Geometry Synthesis in Real-time. In <i>GPU Pro: Advanced Rendering Techniques</i>, ed. by Wolfgang Engel, 2010.</p> <p>G. Klár, Flow Simulation using Obstacle Dependent Grids. In <i>12th Central European Seminar on Computer Graphics</i>, ed. by M. Wimmer and J. Hladuvka and M. Lipp, Vienna, 2008, pp 91-97.</p> <p>G. Klár, Level of Detail Flow Simulation. In <i>Eurographics 2008 - Short Papers</i>, ed. by K. Mania and E. Reinhard, Crete, 2008, pp 127-130.</p> <p>G. Klár, Flow Simulation on Hierarchical Grids. In <i>4th Hungarian Conference on Computer Graphics and Geometry</i>, Budapest, 2007, pp 48-52.</p>	

Teaching Experience	Eötvös Loránd University	
	Primary Lecturer of Computer Graphics (BSc) Lecturer of Advanced Computer Graphics (MSc) Computer Graphics (BSc) Lab: DirectX and OpenGL Advanced Computer Graphics (MSc) Lab Graphics Programming Using XNA C++ Programming Introductory Mathematics	
Work Experience	iPhone application development in Objective C.	2009-2010
	Web portal development for Hungaroprint Kft. using PHP, MySQL and AJAX.	2009
	Small-scale fleet management software for Átli Busz Kft. using C# and XML.	2005
	Three game bundle for Bogla-X bt. using Microsoft Visual C++ and MFC.	2004
Languages	Hungarian	native
	English	expert
	Korean	basic
	Japanese	basic
Awards	ELTE's Scientific Students' Association's first prize	2008
Memberships	John von Neumann Computer Society	since 2010
	Eurographics, European Association for Computer Graphics	since 2008
	BUTE University's Computer Graphics Group	since 2007