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Martin Gulis

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Work Experience

Developer   **sféra, a.s.**   **July 2019–Present**
Bratislava, Slovakia

- Performed all aspects of the development lifecycle, including translation of client requirements into software requirements specification, time estimation, development and deployment of virtual reality training applications for Windows using Unreal Engine.
- Developed and shipped interactive augmented reality applications for iOS and Android using Unreal Engine.
- Developed NuGet libraries to automatically convert and simplify 3D model files from CAD to triangle mesh formats using C++, C++/CLI and C#.
- Designed REST API and implemented WCF RESTful Service tailored for offline-first data synchronization.
- Designed and developed offline-first multi-platform editor application using Unreal Engine.
- Developed application prototype for 3D scene reconstruction running on iOS using LiDAR and Swift.
- Developed application prototype for Vuzix augmented reality glasses using Vuforia Engine and Unity 3D.
- Developed an algorithm to detect if objects have moved relative to each other from their original position using OpenCV and Python.

Application Developer Junior   **Atos IT Solutions and Services, s.r.o.**   **July 2017–June 2019**
Bratislava, Slovakia

- Integrated an open-source C++ simulator for electronic circuits into Unreal Engine in the form of a plugin.
- Implemented and integrated a data collection plugin based on the Experience API specification into an existing Unreal Engine project.
- Developed a C++ library for parsing DICOM files.
- Implemented shaders for volumetric ray marching in Unreal Engine.

Education

- **Master's degree, Intelligent Software Systems**   **2017–2019**
  Faculty of Informatics and Information Technologies, Slovak University of Technology.

- **Bachelor's degree, Informatics**   **2014–2017**
  Faculty of Informatics and Information Technologies, Slovak University of Technology.

Technologies and Languages

- Languages: C++, C#, Python, Java, Objective-C, Swift, JavaScript, TypeScript
- Technologies: Unreal Engine, Unity 3D, ARKit, ARCore, OpenCV, Django, SQLite, PostgreSQL
- Other: REST API, Git