Bratislava, Slovakia
gulis.martin@gmail.com

Martin Gulis

linkedin.com/in/martingulis
xgulism1.github.io

Work Experience

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

- Designed REST API and implemented WCF RESTful Service tailored for offline-first data synchronization using C#.
- Designed and developed offline-first multi-platform 3D editor using Unreal Engine and C++.
- Developed libraries for Linux and Windows to automatically convert and simplify 3D model files from CAD to triangle mesh formats using C++, C++/CLI and C#.
- Performed all aspects of the development lifecycle, including translation of client requirements into software requirements, time estimation, development and deployment of 3D virtual reality applications for Windows using Unreal Engine and C++.
- Developed and shipped interactive 3D augmented reality applications for iOS and Android using Unreal Engine, C++ and Objective-C.
- 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, Unity 3D and C#.
- Developed an algorithm to detect whether 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 using C++.
- 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, Go
- Technologies: Unreal Engine, Unity 3D, ARKit, ARCore, OpenCV, Django, WPF, Node.js, SQLite, PostgreSQL
- Other: REST API, Git, Perforce