

I am a senior software developer especially focused on 2D/3D Graphics.

Work Experience

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| Developer | sféra, a.s. Bratislava, Slovakia | July 2019–Present |
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- Developed and shipped virtual and augmented reality applications for Windows, iOS and Android platforms using Unreal Engine.
- Developed NuGet libraries to automatically convert and simplify 3D model files from CAD to triangle mesh formats using C#, C++ and C++/CLI.
- Designed REST API and implemented WCF RESTful Service tailored for multiplayer offline-first data synchronization.
- Designed and developed offline-first multi-platform editor application using Unreal Engine.
- Developed application prototype for 3D scene reconstruction on iOS using LiDAR and Swift.
- Developed application prototype for Vuzix augmented reality glasses using Vuforia Engine and Unity 3D.

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

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| • Master's degree, Intelligent Software Systems Faculty of Informatics and Information Technologies, Slovak University of Technology. | 2017–2019 |
| • Bachelor's degree, Informatics Faculty of Informatics and Information Technologies, Slovak University of Technology. | 2014–2017 |

Technologies and Languages

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| • 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 |