

# Martin Kahoun

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## CURRENT POSITION

2013 – present      **Faculty of Mathematics and Physics, Charles University in Prague**  
Ph.D. in Computer Science: Computer graphics and image analysis  
Thesis: “Procedural generation of computer graphics content”  
Supervisor: Jaroslav Křivánek

## EDUCATION

2010 – 2013      **Faculty of Mathematics and Physics, Charles University in Prague**  
Master in Computer Science: Computer graphics (Czech title: Mgr.)  
Thesis title: “Realtime library for procedural generation and rendering of terrains”

2007 – 2010      **Faculty of Mathematics and Physics, Charles University in Prague**  
Bachelor in Computer Science (Czech title: Bc.)  
Thesis title: “Procedural generation and realtime rendering of planetary bodies”

## COMPLETED PROJECTS

06/2012 – 07/2013      **Realtime library for procedural generation and rendering of terrains**  
Extendable library for procedural terrain generation and rendering written in C++.

11/2010 – 01/2012      **Stubble – Virtual hair brushing for production environments**  
Student team software project at MFF UK. Production ready plugin for Autodesk Maya for procedural generation, editing and rendering of hair in computer animated scenes. Made in cooperation with Universal Production Partners.

06/2009 – 07/2010      **Procedural generation and realtime rendering of planetary bodies**  
Semestral project extended to bachelor thesis written in C++ using OpenGL.

03/2009 – 06/2009      **PigeonBot – An Unreal Tournament 2004 bot**  
Team project for *Human-like artificial agents* written in Java: bot (intelligent agent) capable of playing Capture the flag in virtual game environment.

## WORK EXPERIENCE

10/2012 – present      **Winsite a.s.**  
External developer & consultant (Java, web technologies)

09/2009 – 04/2010      **Poll s.r.o.**  
Part-time junior developer (C/C++, embedded technologies)

## LANGUAGES

Czech (native), English (fluent), German (basic)