

Ján Dupej, Ph.D.

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EDUCATION	Faculty of Mathematics and Physics, Charles University, CZ	
	Ph.D. in Computer graphics	Oct 2011 – Sep 2020
	• Thesis: Applying surface registration for topology transfer in geometric morphometry	
	• Grants: GAUK 1388213 (2013 – 2015)	
	Mgr. (MSc equivalent) in Computer graphics	Oct 2006 – Sep 2011
TRAININGS AND CERTIFICATIONS	Certified Professional For Software Architecture, iSAQB	May 2018
	Surviving Legacy Code, JBrains.ca	Nov 2017
EXPERIENCE	Pocket Virtuality, s.r.o., CZ	
	Software engineer	Sep 2018 –
	• Full-stack server developer (.NET)	
	• Implemented and maintained VR/AR applications (C++/WinRT, DirectX)	
	• Designed and implemented fast surface texturing from photographs (.NET, DirectX)	
	Software architect	
	• Designed AR/VR/desktop environment sharing architecture over proprietary network protocol	
	• Conceptualized and implemented geometry processing server for AR/VR	
	Siemens, s.r.o., CZ	
	Software engineer (embedded)	Mar 2017 – Sep 2018
	• Designed automatic diagnostic procedure for electric drives	
	• Implemented firmware prototype for electric drive diagnostics (C++, STM32)	
	• Implemented firmware for industrial devices with safety (C++/MISRA, TI Tiva)	
	Faculty of Science, Charles University, CZ	
	Researcher	Oct 2013 –
	• Investigated and designed mesh registration and correspondence algorithms	
	• Applied geometric morphometry to unusual data modalities	
	Software engineer	
	• Implemented high performance registration algorithms on parallel architectures (CUDA, x86 ASM)	
	• Implemented software suite for geometric morphometry (.NET, R, C++, CUDA)	
	• Implemented custom tools for statistical analyses (R)	
	Esperanto s.r.o., CZ	
	Researcher	2013
	• Investigated surface fitting algorithms for dense point cloud data	
	Bohemia Interactive a.s., CZ	
	Software engineer	2010
	• Designed and implemented automatic terrain synthesis (C++, x86 SSE)	
AWARDS	Dean's award, Faculty of Science, Charles University	Dec 2016
	Věda je krásná, 2nd place in the category Scientific illustration and artificial nature	
TEACHING	MB110P92 Methods of biomedical anthropology II	2013 –
	50 % of lecture, at Faculty of Science, Charles University	
LANGUAGES	English	
	Fluent (Pitman Qual. ESOL, Higher Intermediate First Class, C1-equiv.)	
	German	
	Fluent (Goethe Institut Zentrale Oberstufenprüfung, C2-equiv.)	
	Slovak	
	Native language	