

# Martin Kahoun

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## WORK EXPERIENCE

- 08/2020 – present     **Bohemia Interactive (Prague office)**  
Senior rendering developer, Enfusion engine (C/C++, D3D12)
- 03/2016 – 06/2020     **Bohemia Interactive Simulations (Prague office)**  
Mid-engineer: Blue engine developer, rendering (C/C++, Direct 3D 11)
- 01/2019 – present     **Faculty of Mathematics and Physics, Charles University in Prague**  
External computer graphics course lecturer:  
Computer graphics for game development (NPGR033) – teaching since 2016  
Realtime Graphics on GPU (NPGR019) – lab exercises
- 10/2012 – 02/2016     **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)

## EDUCATION

- 10/2013 – 03/2016  
(terminated)     **Faculty of Mathematics and Physics, Charles University in Prague**  
Ph.D. study in Computer Science: Computer graphics and image analysis  
Thesis: “Procedural generation of computer graphics content”  
Supervisor: Jaroslav Křivánek
- 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**  
Extensible 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 the Human-like artificial agents course written in Java: bot (intelligent agent) capable of playing Capture the flag in virtual game environment.

## TECHNICAL SKILLS

**Languages:** C/C++, C#, Java, R, Linux Bash

**Technologies:** Direct 3D 11, 12, OpenGL 4.x

## OTHER SKILLS

**Languages:** Czech (native), English (fluent, C1 Avanced), German (basic, passive)  
Driver's license B1 (Czech Republic, personal cars)

## EXTRACURRICULAR ACTIVITIES

2016 – 2018

**Khronos Prague Chapter**

Occasional speaker at meetups about 3D computer graphics

2016 – 2018

**Faculty of Mathematics and Physics, Charles University in Prague**

External computer graphics course lecturer for NPGR033 (formalized in 2019)

08/2014

**SIGGRAPH Student Volunteer**

## PERSONAL INTERESTS

Climbing, cycling, photography, literature and films

Game engine archealogy

Computer games – design and development (making maps for DOOM)