

Martin Kahoun

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WORK EXPERIENCE

- 03/2016 – present **Bohemia Interactive Simulations (Prague office)**
Mid programmer, engine developer, computer graphics (C/C++, Direct3D)
- 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 **Faculty of Mathematics and Physics, Charles University in Prague**
(suspended) 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.

LANGUAGES

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

EXTRACURRICULAR ACTIVITIES

2016 – 2018

Khronos Prague Chapter

Occasional speaker at meetups about 3D computer graphics

08/2014

SIGGRAPH Student Volunteer