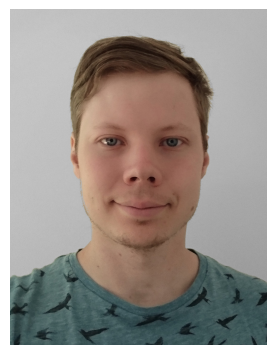# Jan Dvořák

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Born: 15. 2. 1994

Profesional experience

January 2020 - present	Research assistant at **New Technologies for the Information Society, University of West Bohemia**
February 2019 - August 2019	Research assistant at **New Technologies for the Information Society, University of West Bohemia**
April 2017 - December 2019	Mobile app developer at **Palaxo Development s.r.o**
April 2015 - April 2017	Junior tester at **Kerio Technologies s.r.o**

Education

2018 - present	University of West Bohemia, Faculty of Applied Sciences, specialization: Computer Science and Engineering (Doctoral study), Compression of dynamic polygonal meshes with constant and variable connectivity
2016 - 2018	University of West Bohemia, Faculty of Applied Sciences, specialization: Computer Graphics (Master study), graduated with honours
2013 - 2016	University of West Bohemia, Faculty of Applied Sciences, specialization: Computer Science and Engineering (Bachelor study), graduated with honours

Skills

Languages	English - B2
Programming	C#, JavaSE, C/C++, Javascript (*Ionic 1* Framework for mobile app developement), LaTeX, OOP, Git
Other	Algorithmization, Game development in *Unity* (including VR), Experience with geometry compression techniques

Publications

Hruda, L., Dvořák, J. Estimating Approximate Plane of Symetry of 3D Triangle Meshes. In Proceedings of the 21st Central European Seminar on Computer Graphics, 2017. s. 97-103. ISBN: 978-3-9502533-9-9

Váša,L., Dvořák,J.: Error propagation control in Laplacian mesh compression, Computer Graphics Forum, Vol. 37(5), pp. 61-70, 2018.

Hruda,L., Dvořák,J., Váša,L.: On evaluating consensus in RANSAC surface registration, Computer Graphics Forum, Vol. 37(5), 2019.