

CV

Name : **Ing. Jan Štalmach**
Date of birth : 4. 6. 1981
Location : Praha, Czech Republic
Telephone : (+420) 603 311 610
Email : stalmachjan@gmail.com, stalmachjan@seznam.cz
Homepage : <http://stalmach.wz.cz>

Work experience

- **Since 2008** – leading 3D graphics programmer, coordinate team of 3D graphics programmers, engine design, DLUBAL Engineering Software
- **Since 2006** – DLUBAL Engineering Software, Praha, programming 3D graphics applications for structural and dynamic analysis, C++ development with OpenGL, topology generating
- **2005-2007** – Tomas Bata University in Zlín, Faculty of Applied Informatics, teaching Computer graphics and Object oriented programming
- Reviewer of University thesis
- WWW presentations

Education

- **Since 2006** – Tomas Bata University in Zlín, Faculty of Applied Informatics, an external PhD student of Informatics (<http://fai.utb.cz>)
- **2004-2006** – Tomas Bata University in Zlín, Faculty of Applied Informatics, Master's studies of Engineering informatics, Information technologies, Engineer diploma (Ing.)
- **2001-2004** – Tomas Bata University in Zlín, Faculty of Technology, Bachelor's studies of Engineering informatics, Information technologies, Bachelor diploma (Bc.)
- **1992-2000** – Grammar school Lesní čtvrť in Zlín

Skills

- **Programming languages**
C/C++/C#, CUDA, GLSL, HTML, Pascal, VHDL, VRML
- **Library knowledge**
OpenGL, Direct3D, OpenSceneGraph, WinAPI, MFC, wxWidgets, GLUT, GLUI, OpenMP, FMOD, Intel TBB
- **Programs**
MS Visual Studio 6.0-9.0, gDebugger, Matlab, Mathematica, Shader Designer, ATI RenderMonkey, MS SourceSafe, SubVersion, 3D Studio MAX, Blender, Corel DRAW!, Autodesk Inventor, Adobe Photoshop
- **Strong experiences**
3D real-time rendering, curves and surfaces, GPGPU
- **Courses**
ATC course Autodesk Inventor 2008
- **Languages**
English, fluently (12 years), German (9 years), Spanish (beg.), Czech (native)

Publications

- POKORNÝ, P., VAŠEK, V., ŠTALMACH, J. Visualization program of graphics algorithms. In: Proc. 15th International DAAAM Symposium '2004, Vol. 1, Vienna University of Technology, Vienna, Austria, November 3-6, 2004, 363-364 (ISBN 3-901509-42-9).

Portfolio

- RFEM/RSTAB commercial products for structural engineering (<http://www.dlubal.com>)
- Diploma thesis on *3D graphics engine* (multiplatform 3D engine in OpenGL 2.0, dynamic shadows, Octal tree graph, shading)
- Bachelor thesis on *Application of computer graphics algorithms* (geometric primitives, parametric polynomial curves and surfaces). C++ library and modeling program based on parametric curves and surfaces
- Graphics applications (fractals, 3D visualization, computer games)
- All programs downloadable at my homepage <http://stalmach.wz.cz/download.php>

Awards

- Rector Award for the best student and diploma thesis at Faculty of Applied Informatics, 2006
- First Class Honor Master's Degree, 2006
- 3rd. place at International student informatics competition in Ostrava, 2006
- Scholarship of Becario Foundation 2005-2006 (<http://www.becario.cz>)
- Dean honourable mention for bachelor thesis, 2004
- First Class Honor Bachelor's Degree, 2004
- 1st. place at Student informatics competition in Zlín, 2003
- Honor for Final Exams, 2000
- 2nd. place at Best internet presentation of high school student, 1998

Programming

- C/C++ at x86 platform since 2000
- Pascal at x86 platform since 1995
- BASIC at ZX Spectrum in the beginning of nineties

Other activities

- Head of a sports team Bike Hate Crew Vizovice (<http://www.bikehatecrew.com>)
- Member of a Czech mountaineering association (<http://www.khszlin.com>) and OEAV

Hobby

- Climbing
- Mountain biking
- Snowboarding
- Squash
- Photography