Tomáš Pastýřík

computer games programmer

contact

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languages

Czech - native
English - fluent
Norwegian - beginner
Russian - intermediate

programming

C++, C#, Python,
CMAKE, QT,
CUDA, OpenGL, GLSL,
Javascript,Java,
PHP - Nette,
SQL - Doctrine2,
CSS3 & HTML5,
LaTex

platforms

PlayStation 4 devices,
XBox One devices,
Windows,
Linux

◼ education

2014–2015 **Master's Studies** — Czech Technical University, Prague
Ing. in Open Informatics - Computer Graphics and Interaction
- Computer graphics and parallel programming on GPU specialization
- Master's Thesis: *Visualization of inner structure of complex 3D objects based on opacity modulation*, video link
  - Novel method based on Illustration Buffer structure
  - GPU implementation, in-depth comparison of algorithms solving Order Independent Transparency

winter 2013 **Erasmus Program** — The University of Stavanger, Norsko
Image Processing in Robot Vision
Discrete Simulation and Performance Analysis
Wireless Communications

2012–2013 **Master's Studies** — Czech Technical University, Prague
Open Informatics - Computer Graphics and Interaction

2009–2012 **Bachelor's Studies** — Czech Technical University, Prague
Bc. in Software technologies a management
- multimedia and web technologies specialization
- Bachelor's Thesis: *Informational portal for quadriplegics* (in czech)
  - Collaboration with Okolo and Paraple center for the handicaps
  - User testing with paraplegics

◼ experience

2020-now **Senior Software Engineer** — Hangar 13 (former 2K Czech)
Working on unannounced projects

2019-2020 **Core and Platform Software Engineer** — Hangar 13 (former 2K Czech)
Engine I helped to develop was used for Mafia Definitive Edition (remake)

2018-2019 **Core and Platform Software Engineer** — Hangar 13 (former 2K Czech)
I was part of a small team responsible for the Borderlands: The Handsome Collection remaster

2017-2018 **Assistant Core and Platform Engineer** — Hangar 13 (former 2K Czech)
Mafia III development and work on announced projects
Main interest in platform environments, content pipeline tools and packaging

2015-2016 **Junior Core and Platform Programmer** — 2K Czech
Mafia III development

2014-now **Mentor of** Computer Games and Animation **course** — Czech Technical University
Providing guidance and helping teams with the Game Design document, game prototype and a computer game based on Unity Engine.

2014 **Sound** for series of finale of a consumer events — Mediarex Customer Promotions

2013 **Sound and Light Engineer - Folken** — Stavanger, Norway
Working as a sound and light engineer in a student organization driven club.

2011–2014	**OSVČ** - self-employed	Czech republic

Web technologies and presentations, front-end and back-end.
Cooperation with *Magic Hole Creative Group*.

2009-2010	**Qbone studios**	Praha Barrandov, Czech republic

IT Support

Support and installation in post-production studio during the Saxána a Lexikon kouzel movie process.

■ awards

2015	**Order Independent Transparency with Non-local Opacity Modulation for 3D Meshes, Central European Seminar on Computer Graphics 2015**	

Smolenice, Slovakia
Best Paper Award, Best Presentation Award link

2012	**Computer Games and Animation**	DCGI, Czech Technical University, Prague

II. place for Space Arcade game, video link

2011	**SEMESTRÁLE VII Exposition**	DCGI, Czech Technical University, Prague

I. place in 3D animation category, video link

■ interests

professional: computer games development, shaders and parallel problem solutions, data visualization, web presentations programming, Nette Framework, linux, 3D modeling
personal: mountaineering, cycling, music, guitar, band, cooking, computer games, theoretical physics, avionics and space science

■ publications

articles

Order Independent Transparency with Non-local Opacity Modulation for 3D Meshes

Awarded paper at Central European Seminar on Computer Graphics (CESCG), in proceedings., 2015

books

Život, sny a fantazie, Almanach studentů 2010
published by Gymnázium J. A. Komenského v Novém Strašecí