

# Juraj Obert

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## Summary

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- Software engineer with primary focus on computer graphics, graphics hardware and technical artistry
- Specialties:
  - Graphics hardware, device drivers, graphics performance tuning, low-level kernel-mode debugging, real-time/offline rendering algorithms, software architecture

## Professional Experience:

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### Staff Systems Engineer

QUALCOMM

April 2013 – present

Orlando, FL

- Graphics R&D group
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### Member of Technical Staff

Jan 2013 – April 2013

### Senior Software Engineer

Jul 2010 – Dec 2012

AMD

Orlando, FL

- Software development work on the OpenGL graphics driver for AMD graphics hardware
  - Roles and responsibilities:
    - Technical lead for driver re-architecting/refactoring work
    - Performance work on recent AAA OpenGL titles
    - Technical lead and owner of the PRT (Partially Resident Textures) feature
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### Software Engineer

Electronic Arts, Tiburon

May 2008 – Dec 2008

Orlando, FL

- Cross-platform (XBOX 360 + PS3) rendering work
    - In-game user interface visual effects
    - In-game character rendering (SSAO)
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### Software Engineer

Metada, Inc.

2004 -2005

Prague, Czech Republic

- Development of SAX/XML middleware code for a major bank

## Education:

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### Doctor of Philosophy (Ph.D.) in Computer Science

University of Central Florida

2007 – 2010

Orlando, FL, USA

- Dissertation title:  
“Real-Time Cinematic Design of Visual Aspects in Computer-Generated Images”
  - Supervised by Dr. Sumanta Pattanaik
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### Master of Science (M.Sc.) in Computer Science

Czech Technical University in Prague

2004 – 2007

Prague, Czech Republic

- Field of study: Computer Graphics
  - Graduated *summa cum laude*
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### Bachelor of Science (B.Sc.) in Computer Science

Slovak University of Technology

2000 – 2004

Bratislava, Slovakia

- Field of study: Software Engineering
  - Graduated *summa cum laude*
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## Published Work:

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Juraj Obert, J.M.P. van Waveren and Graham Sellers, “*Virtual Texturing in Software and Hardware*”, SIGGRAPH 2012 Courses, August 2012.

Juraj Obert, Fabio Pellacini and Sumanta Pattanaik, “*Visibility Editing for All-Frequency Shadow Design*”, Computer Graphics Forum (Proceedings of EGSR 2010), June 2010.

Juraj Obert, Jaroslav Křivánek, Fabio Pellacini, Daniel Sýkora and Sumanta Pattanaik, “*iCheat: A Representation for Artistic Control of Indirect Cinematic Lighting*”, Computer Graphics Forum (Proceedings of EGSR 2008), June 2008.

Juraj Obert, Jaroslav Křivánek, Daniel Sýkora and Sumanta Pattanaik, “*Interactive Light Transport Editing for Flexible Global Illumination*”, SIGGRAPH 2007 Sketches and Applications, August 2007.

Juraj Obert, Jan Buriánek, “*Multiview Rendering*”, Master’s Thesis, Computer Graphics Group at Czech Technical University in Prague, June 2007.

## Professional Activities:

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Paper reviewer: *SIGGRAPH Asia 2011, Eurographics 2012*

Program committee member: *SIGGRAPH Asia 2012 Technical Briefs*

## References:

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Available upon request.