

Curriculum Vitae



Personal Information

- **Name** Mgr. Juraj Onderik
- **Date of Birth** 16.11.1981
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Education

- **2006 - present** Comenius University, Mlynská Dolina, Bratislava
Faculty of Mathematics, Physics and Informatics
Phd degree – Computer Graphics
- **2000 - 2006** Comenius University, Mlynská Dolina, Bratislava
Faculty of Mathematics, Physics and Informatics
Msc degree – Computer Graphics and Parallel Computing
- **1996 - 2000** Gymnázium Jura Hronca, Novohradská 1, Bratislava
Specialization - Mathematics, Informatics
- **1999** Educational exchange – Eschenbach, Germany

Work Experience

- **2007** Slovak Atlantic Commission
Flash Banner Developer
- **2006 - present** Abyss Studios s.r.o. Bratislava
Software architect, developer
- **2005 - 2006** Kvant s.r.o. Bratislava
Software developer (image processing, web development)
- **2001 - present** COMAL s.r.o., IPEX s.r.o., MDPT SR, Metodické centrum BA
Tutor of MS Office, Flash etc.

Professional Skills

- **Software Development** C++, Java, SmallTalk, Pascal, OpenGL, C# .NET, PHP, XHTML/CSS/JavaScript, ActionScript, etc.
- **Computer Graphics** Photoshop, Flash, 3dsmax, Maya, AutoCAD, LaTeX, etc.
- **Driving License B**

Languages

- **English** Advanced
- **German** Intermediate

Contests and Awards

- **2005** Winner of the scholarship "Hlavička 2004/2005"
- **2000** Competition "Programming with Cofax" – 1th and 21th place, Bratislava, SR
- **2000** Slovak Olympiad in Math (P) – National round (19th place)
- **1997 – 2000** Slovak Olympiad in Math (B) – Regional round (5, 6, 7th place)

Publications

- [1] ONDERIK J., ĎURIKOVIČ R.: *Efficient Neighbor Search for Particle-based Fluids*. Journal of the Applied Mathematics, Statistics and Informatics, Faculty of Natural Sciences, UCM Press, Trnava, Slovakia, 2008. To Appear
- [2] ÁGOŠTON T., CSUPRAI C., ONDERIK J., ĎURIKOVIČ R.: *User-editable modular rendering pipeline*. Proceedings of the IEEE 7th International Conference on Computer and Information Technology 2007 (CIT2007), Aizu wakamatsu, Japan, IEEE-CS Press, 2007.
- [3] ONDERIK J., ĎURIKOVIČ R.: *Towards Collision Detection and Constraints in Rigid based Animation*. Tutorial proposal. Eurographics, 2007 (not published)
- [4] ONDERIK J.: *Physically Based Animation of Rigid Bodies*. Master Thesis, Faculty of Mathematics, Physics and Informatics, Comenius University, Bratislava, July 2006