

# Curriculum Vitae | Tomas Komenda

## Personal Information

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Nationality	Czech
Date of birth	1983

## Objective

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I would like to use my personal and professional knowledges, skills and experiences for company, which has clear vision of its professional future. I am ready for increase my knowledge in current and new requirements of my employer. I like to work with inspiring people.

## Education

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9/2008 – present	<b>Department of Information Technology, University of Ostrava</b>  Doctoral study of information technology with focus on computer graphics and 3D animation.
9/2002 – 8/2008	<b>Department of Information Technology, University of Ostrava</b>  Study of information technology with focus on information systems and study hour with focus to computer graphics, webdesign and 3D animation.
9/1998 – 5/2002	<b>Gymnasium of Kromeriz (Grammar school)</b>  Diploma: Matura (Czech language, English language, Mathematics and descriptive geometry)
Testimonials	available on request

## Certifications

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25/11/2005

**MAYA | FOUNDATION certificate**

## Skills

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<b>In general</b>	Communicativeness, self-reliance, firmness, perspective...
<b>Languages</b>	Czech (mother tongue), English (active), German (basic knowledge), Spanish (very basic knowledge), Slovak (active).
<b>Platforms</b>	DOS, Windows (7, Vista, XP, 2000), Mac OS X (Leopard, Snow Leopard), Linux (openSUSE), Android.
<b>Tools</b>	Alias Wavefront/Autodesk Maya (skill level: expert, experience: from 2004, last used: currently); Autodesk MotionBuilder (skill level: intermediate, experience: from 2007, last used: currently); e-on software Vue (skill level: advanced, experience: from 2007, last used: 2010); Adobe Story (skill level: advanced, experience: from 2011, last used: currently); Toon Boom Storyboard Pro (skill level: advanced, experience: from 2008, last used: currently); Virtual Vertex Muster (skill level: advanced, experience: from 2007, last used: currently); EON Reality EON Studio (skill level: advanced, experience: from 2008, last used: currently); Adobe Photoshop (skill level: expert, experience: from 1998, last used: currently); Adobe ImageReady (skill level: expert, experience: from 2000, last used: currently); Adobe Illustrator (skill level: advanced, experience: from 2002, last used: currently); Adobe GoLive (skill level: expert, experience: from 2006, last used: currently); Adobe After Effects (skill level: intermediate, experience: from 2008, last used: currently); Adobe Premiere (skill level: advanced, experience: from 2007, last used: currently); Sony Vegas (skill level: advanced, experience: from 2003, last used: currently); Sony SoundForge (skill level: intermediate, experience: from 2004, last used: currently); Sony DVD Architect (skill level: advanced, experience: from 2003, last used: currently); Paint Shop Pro (skill level: expert, experience: from 1997, last used: 2000); Macromedia Homepage (skill level: expert, experience: from 1998, last used: 2004); Macromedia Flash MX (skill level: foundation, experience: from 1998, last used: 2004), and sporadic use of various other commercial 3D/video/graphics software packages.

**Programming** PHP (skill level: advanced, experience: from 2001, last used: currently), HTML/XHTML (skill level: expert, experience: from 1997, last used: currently), JavaScript (skill level: advanced, experience: from 2004, last used: currently), MEL – Maya Embedded Language (skill level: intermediate, experience: from 2005, last used: currently), MYSQL (skill level: advanced, experience: from 2002, last used: currently)

## Professional Experiences

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2/2011 – 8/2011 **Faculty of Mathematics, Physics and Informatics / Department of Algebra, Geometry and Didactics of Mathematics, Comenius University in Bratislava**

position: doctoral student

projects: research of stereoscopy and auto-stereoscopy algorithms, research of dividing via AWJ technology.

9/2008 – present **Department of Information Technology, University of Ostrava**

position: doctoral student, lector

projects: research of stereoscopy and auto-stereoscopy algorithms, research of radiosity algorithm using fuzzy transformation, research of dynamic simulation and animation, research of dividing via AWJ technology.

6/2008 – present **Slovenský zväz tanečného športu, Račianska 109/C, 831 02, Bratislava**

position: webmaster and webdesigner

project: design, creation and administration of corporate website.

3/2008 – 4/2008 **Heads Films – David Martínek, Josefa Skupy 1704/4, 708 00, Ostrava - Poruba**

position: 3D animator, rigger, texture painter, and rendering consultant

projects: tv spot Pregnum, for Walmark company.

11/2007 – present **Hvězdárna a planetárium Johanna Palisy, tř. 17. listopadu 15, 708 33 Ostrava-Poruba**

position: 3D animator, rigger, texture painter and visualizer

projects: the animated educational movies for school children called "Uffova dobrodružství na Marsu", "Cestovatel Uff a hvězdná monstra", "Na co kouká sova v noci", 3D stereoscopy short "Zachránce Uff", 3D

- animation and visualization for educational movie "Zlaté dědictví" and "600 milionů let!!!".
- 11/2005 – 9/2008 **QQ studio Ostrava s.r.o., Nám. Msgre Šrámka 4, 702 00 Ostrava – Moravská Ostrava**  
 position: 3D animator, rigger, texture painter, visualizer and rendering consultant  
 projects: working on full animated 3D film as Animator, TV jingle for Czech television named "Případ pro reportérku", Presentation DVD for Eurocas group s.r.o. with full 3D animated scenes combined with real shots, 3D animated short for Schwing Stetter.
- 2/2004 – 10/2004 **Bladecon, Jaselská 10, 74801 Hlučín**  
 position: webdesigner and graphic  
 projects: design of websites, logotypes, corporate identity, design of bikers jersey
- 6/2003 – present **TomKom (VisionStudio3D), my own creative studio**  
 position: work as freelance designer, animator, graphic...  
 projects: design, creation and administration of many websites, use graphics, animations, movies, tv spots etc.
- 4/2003 – 5/2003 **Pell74 s.r.o., bratří Čapků 385/16, 60200 Brno**  
 position: webdesigner  
 projects: design and creation of websites, cooperation on project for Eprin s.r.o.
- 9/2001 – 1/2003 **PCEM, Obvodová 3790, 767 01 Kroměříž**  
 position: webmaster and webdesigner  
 projects: design, creation and administration of corporate website.
- 1/2000 – 9/2002 **Eurocom, Kotojedská 794, 76701 Kroměříž**  
 position: webmaster, webdesigner, graphic and computer service technician  
 projects: design and creation of websites and internet presentations, logotypes and corporate identity...

## Publications

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- BRAŽINA, D., STOIC, A., KOMENDA, T. Doubled Displacement. *STROJARSTVO*. 2011. ISSN 0562-1887.

- KOMENDA, T., BRAŽINA, D. Tvorba software pro aktivní stereoskopickou projekci. *Tvorba softwaru 2009*. Ostrava: ES VŠB TU-Ostrava, 2009. s. 16-22. [2009]. ISBN 978-80-248-2012-5
- KOMENDA, T., BRAŽINA, D. Auto-stereoscopic projection. *Mladí vedci 2009*. SR: FPV UKF, Nitra, 2009. s. 1220-1225. [2009]. ISBN 978-80-8094-499-5
- KOMENDA, T., BRAŽINA, D. Stereoscopic and Auto-Multiscopic projection. *Proceedings of the Tenth International Conference on Informatics*. Košice: elfa, s.r.o., 2009. s. 304-311. [2009-11-23]. ISBN 978-80-8086-126-1
- BRAŽINA, D., KOMENDA, T. Doubled Displacement. *Proceedings of the Tenth International Conference on Informatics*. Košice: elfa, s.r.o., 2009. s. 239-243. [2009-11-23]. ISBN 978-80-8086-126-1
- KOMENDA, T., BRAŽINA, D. Fotorealistická vizualizace pro auto-stereoskopická zařízení: Zborník vedeckých prác doktorandov, mladých vedeckých a pedagogických pracovníkov. *Mladí vedci 2010*. Slovakia: Fakulta prírodných vied, Univerzita Konštantína Filozofa v Nitre, 2010. s. 763-769. [2010-09-23]. ISBN 978-80-8094-742-2

## Invited speeches

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| 2/3/2011  | <p><b>Hodnocení 3D topografie povrchu, vzniklého technologií AWJ za sledovaných technologických podmínek, pomocí neuronových sítí</b></p> <p>The Comenius University in Bratislava, Faculty of Mathematics, Physics and Informatics.</p> |
| 23/2/2011 | <p><b>Stereoscopy &amp; Auto-stereoscopy</b></p> <p>The Comenius University in Bratislava, Faculty of Mathematics, Physics and Informatics.</p>  |

## Summary of Interests

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3D animation, rigging, stereoscopy and auto-stereoscopy, interactive 3D visualization, graphics, design, programming, multimedia and video editing, advertisement, art...

## Other Interests

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Dance sport, other kind of sports, culture, good food and good people, fun and parties...

## Declaration

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I hereby declare that the above written particulars are true to the best of my knowledge and belief.