

Mgr. Jiří Boldyš, PhD.

Work Experience

January 2017 – present
Slightly Mad Studios (Freelancer)

Physics programmer

- providing services as a physics programmer
- worked on Project CARS 2

October 1998 - present
Institute of Information Theory and Automation of the CAS, Prague

Research fellow

- pattern recognition, image registration - moment invariants to blur and geometrical transformation
- injection dose optimization in positron emission tomography (PET)
- leading diploma and doctoral students

June 2009 – December 2016

Freelancer

Game physics programmer

- modelling and simulation
- mainly cooperating with SCS software
- physics for 7 games incl. Euro Truck Simulator 2 (PC Gamer Sim Game of the Year 2012 award, over 2.5 mil. copies sold) and American Truck Simulator

January 2009 – April 2009

ŠKODA AUTO a.s., Mladá Boleslav

Production planning specialist

- strategic projects
- innovations

May 2006 – December 2008

UPEK, s.r.o., Prague

R&D team developer

- development and implementation of biometric algorithms for fingerprint sensors (company later acquired by Apple)
- embedded programming

November 2004 – May 2006

“Informatics, Image, Interaction” Research Laboratory, University of La Rochelle

Researcher (PostDoc)

- working for the PrestoSpace project, funded by the EU, for digital preservation and restoration of audiovisual collections
- development and implementation of algorithms for scratch concealment

December 1999 - November 2004

Laboratory of Media Technology, Helsinki University of Technology

Researcher

- human visual system modelling, usage for colour image enhancement
- algorithms for surveillance cameras, detection and human body tracking
- teaching an "Image Quality" course
- object and pattern recognition in colour images, segmentation, image understanding

October 1998 - December 1998

Institute of Chemical Technology, Prague

Teacher

- teaching the basics of experimental physics

September 1992

Primary school, Hroznětín

Teacher

- a substitute teacher of mathematics and physics

Education

2004

Doctoral degree

Charles University in Prague, Faculty of Mathematics and Physics,
Mathematical and Computer Modelling

Subject of the thesis: analysis of semi-continuous thin film photographs
by means of wavelets

1996

Master's degree

Charles University in Prague, Faculty of Mathematics and Physics,
Department of Electronics and Vacuum Physics

Subject of the thesis: calculation of the thin film growth in chemically
active plasma

1991

Secondary school, Ostrov nad Ohří

Awards

Leading awarded diploma thesis - "Best diploma thesis - 2010" awarded by
the Dean of Faculty of Mathematics and Physics, Charles University in
Prague

Leading awarded diploma thesis - first prize in the competition of ABRA
Software, category Business Intelligence

Best publication of the year 2015 in the Institute of Information Theory and
Automation of the CAS

Best publication of the year 2003 in the Institute of Information Theory and
Automation of the CAS

Game physics for an awarded game - PC Gamer Sim Game of the Year
2012 award for Euro Truck Simulator 2

Languages

Czech – native language

English – professional working proficiency

Russian – limited working proficiency

Finnish – elementary proficiency

German – elementary proficiency

Relevant Skills

Game physics, modelling and simulation, programming (C, C++),
embedded programming

Image processing, pattern recognition, image registration, image
analysis, PET imaging

Mentoring, project management, practical craft skills, teaching