

ANTONIN SMID

PERSONAL INFORMATION

Born in Czech Republic, 4 August 1993

email smid@antoninamid.cz

website <http://antoninamid.cz>

phone +1 (254) 366 7241; +420 606 565 051

EDUCATION

Master's Degree 2017-current Baylor University, Waco, TX
GPA: 4.0 · School of Engineering and Computer Science

Bachelor's Degree 2013-2017 Czech Technical University, Prague
Graduated with Honors · Faculty of electrical engineering
Program: *Software engineering and management, Web and Multimedia*
Thesis: *Comparison of Unity and Unreal Engine*
Advisor: doc. Ing. Jiri BITTNER, Ph.D.

WORK EXPERIENCE

icpc.baylor.edu 2017-current Software Developer, ICPC LAB
Full Stack development and maintenance of the competition management system. Main technologies JavaEE and React.
Reference: Tomas CERNY, Ph.D. · tom.cerny@acmicpc.org
Jeff DONAHOO, Ph.D. · Jeff.Donahoo@baylor.edu

JTTKarlín.cz 2015-2017 VR developer, Co-Founder, JTT KARLIN, s.r.o.
Funded JTT Karlín start-up as a multimedia student initiative. We have produced visualizations and VR experiences for architecture studios in Prague. We have been also delivering live video services for Retail Con - the largest conference about Shopping&Retail in Czech and Slovak Republic.

PhantomAR.com 2015-2017 Video producer, PHANTOM CYBERNETICS INC.
Produced visual effects and 3D content for Phantom AR campaign.
Reference: Mirek BURKON · mirek@phantomar.com

*Infobaden.cz,
Stream.cz* 2014-2016 Postproduction Supervisor, INFOBADEN TV
Designed complete visual identity for satiric Infobaden News show running at Stream.cz, for two seasons took responsibility for the studio setup (lighting, greenscreen, multi-camera setup) and video postproduction (infographics, keying, VFX, color corrections, retouching).
Reference: Josef SADAR · redakce@infobaden.cz

Energysim.cz 2010-2015 Videographer and animator, ENERGYSIM, s.r.o.
Designed animated logos for client's products and produced video spots.
Reference: Petr KOTEK, Ph.D. · petr.kotek@energysim.cz

3Bohemians.eu 2011 - 2013 3D Modeler, BOHEMIAN MULTIMEDIA, s.r.o.
 Prepared props for CGI 3D animated shorts Rabi Low and award winning
 Wildlife Crossing. Also participated in summer Anomalia Maya Masterclass.
 Reference: David TOUSEK · david@3bohemians.eu

PUBLICATIONS

April 2017 **The Pacman Benchmark**
CESCG Conference
 Contemporary game engines are invaluable tools for game development. We have developed a simple game engine benchmark using a scalable 3D reimplementaion of the classical Pacman game. The benchmark is designed to employ all important game engine components such as path finding, physics, animation, scripting, and various rendering features. We present the results of this benchmark evaluated in the Unity and Unreal game engines.
 Authors: Antonin SMID, Jiri BITTNER

COMPUTER SKILLS

Development JavaEE, React, Hibernate, PostgreSQL, HTML, CSS
Graphics Adobe Photoshop, Illustrator, Premiere, After Effects
 Blender 3D, Unity (C#), Unreal Engine

OTHER INFORMATION

Organizations since 2015 · Upsilon Pi Epsilon, Prague Chapter

Volunteer Experience 2018 · ICPC Services volunteer at ICPC World Finals at Beijing.
 2014 - 2017 · Camp Leader at Tabor Jana Amose Komenskeho v Belci n. Orlici.
 2009 - 2017 · South Bohemian Youth Advisory Board
 Protestant Church of Czech Bretheren.

Languages CZECH · Mothertongue
 ENGLISH · C1 level

Interests Photography · Piano · Guitar · Saxophone

August 11, 2018