

laden gemeinsam zum

GASTVORTRAG

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“Introduction and my work”

Abstract:

In this talk I give a brief introduction of myself, present my history, meaning my studies and previous projects I participated in and my current pursuits. In the beginning of the talk I mention personal information and interests, afterwards I move on to overview of my education and work track. I focus on graphics-related projects I worked on, in particular university projects, game projects and spare time works. Following I describe my master's thesis project, real-time fluid simulation on GPU, the motivation behind it, methods used and evaluation. Next topic is my stay at NVIDIA, my position, work and responsibilities I held there. I conclude the presentation with motivation why I decided to go after PhD and give a short status of my current research pursuit, real-time raytracing on GPU.

Biography:

Ondrej Hirjak graduated from Slovak University of Technology in Bratislava, Faculty of Informatics and Information Technologies in 2008. With his master's thesis Real-time fluid simulation on GPU his research was focused on computations using graphics hardware. After finishing master's degree he interned at NVIDIA, California as a Linux Software Engineer. When returned back to Slovakia, he started a PhD in the field of GPU accelerated raytracing.

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