

# JURAJ TOMORI

Software Engineer - Volumetric Video

[jtomori.github.io](https://jtomori.github.io)

## EXPERIENCE

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### Dimension Studio

*Software Engineer, Applied Technology*

May 2024 - Present

*Remote*

- Image, geometry processing, computer vision, graphics
- Pipeline development, colour management

### Dimension Studio

*Software Developer, RnD*

September 2020 - April 2024

*Remote*

- Research and development for volumetric video capture and processing
- Implemented distributed post processing pipelines for the largest volumetric video productions: *Whitney Houston: I Wanna Dance with Somebody* (FMX 2023 talk), two more unannounced projects of similar scale
- Optimized data storage by 50%
- Implemented an OCIO-based colour management pipeline, improving visual fidelity, accuracy
- Implemented an automated software deployment and a package management solutions

### Dimension Studio

*Pipeline & Tools Developer*

July 2019 - August 2020

*London, UK*

- Initiated RnD projects focused on improving assets quality for VFX, games, VR, AR and web
- Built Houdini-centric PDG-based volumetric video postprocessing pipeline
- Visualized datasets, capture stages, created synthetic data and simulations for rapid iteration

### Platige Image

*FX Artist*

July, August 2016, August 2017

*Warsaw, Poland*

- FX development, shot work: Twardowsky 2.0, Frostpunk, Ghost Recon Wildlands, Skull and Bones, Crossfire HD

## EDUCATION

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### Filmakademie Baden-Württemberg

*Diploma in Technical Directing*

2016 - 2019

Graduation project: VFX Fractal Toolkit, accepted into SIGGRAPH 2019 Posters

### Academy of Performing Arts in Bratislava

*B.A. in Visual Effects*

2013 - 2016

Thesis: Crowd simulation in SideFX Houdini

## PUBLICATIONS

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Reflectance Estimation for Free-viewpoint Video, Volumetric video workshop, VFX Fractal Toolkit

## COURSES

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HarvardX: CS50's Introduction into AI with Python, Computer Science, Web development with Python & JS

MITx: 6.00.2x, Computational Thinking with Julia, The Missing Semester of Your CS Education

UW: Programming Languages, Udacity: Interactive 3D Graphics

Dabeaz: Practical Python Programming, Advanced Python Mastery

## TECHNICAL STRENGTHS

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Python, Houdini, Rez, Ansible, Git, Perforce, Julia, Linux