

Curriculum vitae

Personal information:

Full name: Zsolt Tóth
Title: RNDr., PhD.
Date of birth: 17.03.1981
Place of birth: Štúrovo, Slovak Republic



Contact:

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Education:

2004 – 2010 Faculty of Mathematics Physics and Informatics, Comenius University (Bratislava, SR)
PhD on: Geometry and topology, specialization on computer graphics

October 2005 Academic title RNDr. (Rerum Naturalium Doctor) received

1999 - 2004 Faculty of Mathematics Physics and Informatics, Comenius University (Bratislava, SR)
Specialization: Computer Graphics and Geometry, Economical mathematics
Mgr. title received (MSc. equivalent)

1995 - 1999 Gymnázium Štúrovo

Personal skills:

Computer skills:

Programming: C++(enviroments Visual C++, C++ Builder), Open GL, Intel Image Processing Library (IPL), OpenCV, CGAL
Graphics: Photoshop, 3DS Max, Corel Draw
Web: HTML, CSS
DTP: MS Office, LaTeX

Language skills: Hungarian, Slovak, English

Work experiences:

Januar 2008 - present days [Engineering Systems Solution Slovakia sro.](#) - member of [NTT Data](#) group - CAD applications development for Japanese market

July 2004 - October 2004 Kvant Ltd. - industrial image processing for quality analyzes

Publications:

Tóth Zs. *Triangulácie v rovine, teréne a priestore*. Dissertation thesis submitted at April 2010, Bratislava SR, 2010.

Červenanský M., Tóth Zs., Starinský J., Ferko A., Šrámek M.: *Parallel GPU-based data-dependent triangulations*, Computers & Graphics, Volume 34, Issue 2, April 2010, ISSN 0097-8493, pp. 125-135.

Tóth Zs., Viola I., Ferko A., Groeller M. E.: N-dimensional Data-Dependent Reconstruction Using Topological Changes. In *Topology-Based Methods in Visualization*. Springer Mathematics + Visualization Series. Editors: Hauser H., Hagen H., Theisel H. 2007, ISBN-13 978-3-540-70822-3, pp. 183-198.

Tóth Zs. *Illustration of data dependent triangulation reconstruction technique* Animations of Computer Graphics exhibition in Proceedings of Spring Conference on Computer Graphics 2006, Častá-Papiernička, ISSN 1335-5694, pp. 104.

Tóth Zs. *Towards an Optimal Texture Reconstruction*, CESC 2000-2005 Best Paper Selection, Österreichische Computer Gesellschaft Wien, 2006, ISBN 3-85403-204-8, pp. 197-212.

Tóth Zs. *Triangulácie v rovine, teréne a priestore*. Project of dissertation, Bratislava SR, 2006.

Tóth Zs. *Dátovo závislé triangulácie*. Rigorous thesis, Comenius University, Bratislava SR, 2005.

Tóth Zs. *Rekonštrukcia obrazu pomocou triangulácie*. MSc thesis, Comenius University, Bratislava SR, 2004.

Tóth Zs. *Image Reconstruction Using Triangulations*. Študentská vedecká konferencia FMFI UK 2004 (Bratislava, SR), 2004.

Awards:

Scholarship of European Social Fund: Skvalitnenie vedeckej práce doktorandov a postdokov na FMFI UK, 2006.

Price of the Head of University Comenius (rector) for the best master thesis in field of mathematics

2nd place at ŠVOČ 2004 Czech - Slovak final round - in section Theoretical Informatics

Laureat Študentskej vedeckej konferencie FMFI UK in school year 2003/2004 (for paper Image Reconstruction Using Triangulations)

2nd Best Paper Award (paper Towards an Optimal Texture Reconstruction, CESC 2004)

Tosiyasu Lawrence KUNII Award 2004

Academic activities:

Grants:

Tools for processing and visualization of tomographic and confocal data - APVV-20-056105 (member of this project from 1.7.2007)

Dátovo závislá kompresia tetrahedrálnych sietí – Grant Univerzity Komenského 2007 (UK/392/2007)

Rekonštrukcia viacrozmerých dát pomocou triangulácie – Grant Univerzity Komenského 2006 (UK/362/2006)

Výpočtová geometria pre real-time rendering (2006-2008) – VEGA grant no. 1/3083/06

Natural Phenomena Visualization using Unstructured Grid - [project homepage](#), [ASO](#) sustainable cooperation grant 5.2005-10.2005

APVT - Virtuálna Bratislava - APVT-20-025502 - (2002 - 2004)

Coorganizator of events:

Students Scientific Conference 2006 (ŠVK 2006) - jury member, FMFI UK Bratislava

ASO Workshop on Natural Phenomena Visualization using Unstructured Grid 2005, aso.sccg.sk

TopoInVis Workshop 2005, <http://www.vrvis.at/topo-in-vis/2005/>

Reviewing:

SCCG2007 - Spring Conference on Computer Graphics 2007

GRAPP 2007 - 2nd International Conference on Computer Graphics Theory and Applications

SCCG 2005 - Spring Conference on Computer Graphics

Teaching:

Webovská grafika - Cvičenia, Faculty of mathematics, physics and informatics, Comenius University, Bratislava SR, ZS 2006/2007.

Zložitosť geometrických algoritmov (Complexity of Geometrical Algorithms) - Exercises, Faculty of mathematics, physics and informatics, Comenius University, Bratislava SR, SS 2004/2005 and SS 2005/2006

Úvod do počítačovej grafiky (Introduction to Computer Graphics) - Exercises, Faculty of mathematics, physics and informatics, Comenius University, Bratislava SR, SS 2005/2006

Foreign stays:

September 2005 Austria – Vienna, at Institute of Computer Graphics and Algorithms, Technische Universität Wien.

December 2004 – February 2005 Austria – Vienna, at Institute of Computer Graphics and Algorithms, Technische Universität Wien.

Bratislava 1.12.2010