Lutra
CONSULTING

Martin Dobiaš

Senior Software Developer

Profile

Martin has been involved in the QGIS project as a core developer since 2005. His contributions include the introduction of Python support, multi-threaded map rendering, legend refactoring, advanced vector layer cartography and expression engine. He is also the main author of the PyQGIS cookbook, a resource that serves as a programming guide for QGIS plugin developers. He has participated in the Google Summer of Code (GSoC) program a number of times, both as a student and mentor.

In his previous roles he authored several desktop and mobile applications for spatial data analysis as well as various web applications. Aside from GIS, Martin has experience in software architecture and user interface design. Martin's other professional interests range from low-level topics such as the design of operating systems to solving complex algorithmic problems.

Languages

English	**Fluent**
Slovak	**Mother tongue**
Spanish	**Fluent**
German	**Intermediate**
Indonesian	**Basic**

Education and Professional Membership

2007–2010	**MSc.**, *Faculty of Mathematics and Physics, Charles University*, Czech Republic, with one year internship at *Universidad Politécnica de Valencia*, Spain. Computer Science
2003–2007	**BSc.**, *Faculty of Mathematics and Physics, Charles University*, Czech Republic. Computer Science

Experience

2013–Present **Senior Software Developer**, *Lutra Consulting*, UK.
Projects

- 2013-2014: Multi-threaded map rendering support for QGIS, Senior software developer
  - Improved QGIS usability by parallelisation of map rendering. The feature also allows users to interact with QGIS while map rendering being processed.
    `http://www.lutraconsulting.co.uk/casestudies/qgis-multi-threaded-rendering`

- 2013-2014: QGIS legend refactoring, Senior software developer
  - Further development of the legend in QGIS to be more flexible and customisable.

- 2013-2014: QGIS bug fixing, Senior software developer
  - Appointed by the QGIS steering committee to resolve major bugs before the 2.2 and 2.4 releases.

- 2013-2014: QGIS Support, Senior software developer
  - Developing new features and resolving software bugs for customers in the UK.

- 2013: Crayfish plugin for QGIS, Senior software developer
  - Developed several new features, more file format support and resolved various software bugs.
    `http://www.lutraconsulting.co.uk/resources/crayfish/`

2012–2013 **Software Engineer**, *Ricardo Prague s.r.o*, Czech Republic.
Projects

- 2012-2013: Automotive simulation software development, Software developer
  - Graphical User Interface (GUI) development for physical simulation software.

2006–2008 **Research Fellow**, *Czech Technical University*, Czech Republic.
Projects

- 2010-2011: Stereo Vision, Software developer
  - Development of real-time stereo vision algorithms. The work was carried out in close collaboration with Universidad Nacional del Sur, Argentina (3 month secondment)

Publications

Dobias M, Sara R (2011), Real-time Global Prediction for Temporally Stable Stereo