

Curriculum vitae

Tomáš Votroubek

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Email | tomas.votroubek@outlook.com
Date of birth | February 25, 1995

Employment

2020–present | **Czech Technical University in Prague**
Researcher at the AI Center.

Education

2018–2020 | **CTU FEE, MSc Open Informatics.**
2014–2018 | CTU FEE, BSc Software Engineering.
2010–2014 | SPSE Jecna, Information Technology.

2025 | Summer School on Nonlinear Optimization and Combinatorics

Teaching

2022–2026 | Lecturer and Instructor, Functional Programming.
2020–2026 | Instructor, Computational Game Theory.

Language Skills

English | C1.

Research Stays

2024 | LAAS-CNRS, Polynomial Optimization.

Conferences and Workshops

2025 | Speaker, Dynamic Games and Applications

2024 | Speaker, IROS Abu Dhabi

2024 | Speaker, ELLIS Algebraic Vision & Machine Learning

Honors and Awards

2023 | Barrande Fellowship Programme, French Institute in Prague

Service to the Academic Community

2024 | Reviewer, Dynamic Games and Applications

2023 | Program committee member, GameSec

Publications

- Tomáš Votroubek and Tomáš Kroupa. Globally optimal inverse kinematics as a non-convex quadratically constrained quadratic program. *IEEE Robotics and Automation Letters*, 9(6):5998–6003, 2024
- Tomáš Kroupa and Tomáš Votroubek. Multiple oracle algorithm to solve continuous games. In Fei Fang, Haifeng Xu, and Yezekael Hayel, editors, *Decision and Game Theory for Security*, pages 149–167, Cham, 2023. Springer International Publishing
- Tomáš Votroubek, Sara Vannucci, and Tomáš Kroupa. Values of games over boolean player sets. *International Journal of Approximate Reasoning*, 158:108925, 2023
- Tomáš Kroupa, Sara Vannucci, and Tomáš Votroubek. Separable network games with compact strategy sets. In *Lecture Notes in Computer Science*, pages 37–56. Springer International Publishing, 2021