

# Stefan Eilemann

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PARTICULARS	Date of Birth	9th August 1975
	Birth Place	Wittenberg, Germany
	Nationality	German, Swiss Permit C
PROFILE	Senior software engineer and architect, with a specialization in high performance 3D graphics, C++, parallelization of applications and distributed systems. Consultant and contractor delivering solutions and expertise to enhance existing applications and to create new software.	
EXPERTISE	<ul style="list-style-type: none"><li>• High performance OpenGL applications, parallel programming, distributed systems, Virtual Reality.</li><li>• Software design, development and maintenance using C++, Java, Perl in various programming environments.</li><li>• Software development methodology during the whole lifecycle, ranging from requirements analysis, specification, design, implementation to documentation, education, debugging, profiling and support.</li><li>• In-depth knowledge of standard graphics technologies, including OpenGL, Equalizer, Chromium, OpenSceneGraph, graphics clusters and hardware.</li><li>• Broad knowledge of operating systems: Mac OS X, Linux (x86/IA64), Windows, Irix) and distributed computing.</li><li>• Native german speaker, fluent english, good french knowledge.</li></ul>	
EDUCATION	Berufakademie Heidenheim Dipl.-Ing. (eq BS) in Computer Science, September 1998 Lucas-Cranach-Gymnasium Wittenberg Abitur (university entrance qualification), June 1994	
EXPERIENCE	<i>Senior Software Engineer and Consultant</i> Neuchâtel, Switzerland	<b>Eyescale Software GmbH</b> <b>January 2007 – current</b>  Working on the parallelization of customer applications in order to scale the display size and performance for 3D rendering. Design and development of scalable, parallel graphics applications as well as general 3D graphics software and hardware consulting.  <i>Researcher, Parallel Rendering</i> Zürich, Switzerland
		<b>University of Zürich</b> <b>March 2005 – current</b>  Initiated and developed Equalizer, a framework for the creation of distributed, scalable graphics software. Current research includes new algorithms for the parallelization, management and loadbalancing of applications on multiuser graphics clusters.

*Senior Software Engineer, 3D Graphics*  
Neuchâtel, Switzerland

**Tungsten Graphics**  
**January 2007 – June 2007**

Software consultant for visualization clusters. Ported Equalizer to Windows XP, ported Chromium to Mac OS X and demonstrated Google Earth, Amira and other unmodified applications on a big display wall at WWDC07.

*Senior Software Engineer*  
Neuchâtel, Switzerland

**Esmertec AG**  
**January 2004 – September 2005**

Developed Java software in Esmertec's R&D group which enables user interface customization on mobile devices and desktops. Designed and implemented a fully functional 3D phone simulator for customer presentations.

*Senior Software Engineer*  
Neuchâtel, Switzerland

**Silicon Graphics, Inc.**  
**August 2000 – December 2003**

Worked in SGI's advanced graphics division as technical lead for OpenGL Multiple SDK (MPK). MPK is a C/C++ framework to develop high performance, scalable visualization software. Worked on DataSync, a distributed shared memory API for clusters.

*Software Engineer*  
Munich, Germany

**Freelancer**  
**April 2000 – July 2000**

Wrote a network configuration management solution for the internet backbone of Cable & Wireless, using Linux, Apache, MySQL and Perl.

*Software Engineer*  
Wessling, Germany

**Intec GmbH**  
**October 1998 – March 2000**

Worked as software engineer in the software development team for SIMPACK, a multibody simulation program. Responsible for maintaining the existing 2D and 3D graphics subsystem based on PHIGS, as well rewriting it to use Open Inventor.

References are available on request.