

Stefan Eilemann

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PROFILE Independent C++ software engineer and architect, with a specialization in high performance 3D graphics, parallelization of applications and distributed systems. Consultant and contractor delivering solutions and expertise to enhance existing applications and to create new software.

EXPERIENCE *Researcher, Parallel Rendering* **University of Zürich**
Zürich, Switzerland **March 2005 – current**

In the Visualization and Multimedia Lab I am developing Equalizer, a framework for distributed, scalable graphics software. Current research includes new algorithms for the parallelization, management and loadbalancing of applications on multiuser graphics clusters and high resolution display walls.

Senior Software Engineer **Esmertec AG**
Neuchâtel, Switzerland **January 2004 – September 2005**

Working in esmertec's R&D group, I developed Java software to enable user interface customization on mobile devices and desktops. I designed and implemented a fully functional 3D phone simulator for customer presentations.

Senior Software Engineer **Silicon Graphics, Inc.**
Neuchâtel, Switzerland **August 2000 – December 2003**

As part of SGI's engineering organization, I was leading the software development for OpenGL Multipipe SDK (MPK). MPK is a C/C++ framework to develop high performance, scalable visualization software. I also worked on DataSync, a distributed shared memory API for clusters.

Software Engineer **Freelancer**
Munich, Germany **April 2000 – July 2000**

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

Software Engineer **Intec GmbH**
Wessling, Germany **October 1998 – March 2000**

As part of the software development team for SIMPACK, a multibody simulation program, I was responsible for maintaining the existing 2D and 3D graphics subsystem based on PHIGS, as well rewriting it to use TGS Open Inventor and TGS Master Suite.

Latest version at http://www.equalizergraphics.com/documents/CV_Stefan_Eilemann.pdf

PARTICULARS	Date of Birth	9th August 1975
	Birth Place	Wittenberg, Germany
	Nationality	German, Swiss Permit C
EDUCATION	Berufakademie Heidenheim	
	Dipl.-Ing. (eq BS) in Computer Science, September 1998	
	Lucas-Cranach-Gymnasium Wittenberg	
	Abitur (university entrance qualification), June 1994	
EXPERTISE	<ul style="list-style-type: none"> • High performance OpenGL applications, concurrent programming, distributed systems, immersive environments. • Software design, development and maintenance using C++, Java, Perl in various programming environments. • Software development methodology during the whole lifecycle, ranging from requirements analysis, specification, design, implementation to documentation, education, debugging, profiling and support. • In-depth knowledge of standard graphics technologies, including OpenGL, OpenGL Multipipe SDK, OpenSceneGraph, graphics hardware • Broad knowledge of operating systems (Mac OS X, Linux (x86/IA64), Irix, Windows) and distributed computing. • Native german speaker, fluent english, good french knowledge. 	

References are available on request.