

# Stefan Eilemann

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**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.

**EXPERIENCE** *Senior Software Engineer, 3D Graphics* **Tungsten Graphics**  
Neuchâtel, Switzerland **January 2007 – current**

Responsible for the design and development of scalable, parallel graphics applications and middleware, primarily based on Equalizer and Chromium.

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

Initiated and developed Equalizer, a framework for distributed, scalable graphics software. Current research includes new algorithms for the parallelization, management and loadbalancing of applications on multiuser graphic clusters.

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

Worked in SGI's advanced graphics division as technical lead for OpenGL Multipipe 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* **Freelancer**  
Munich, Germany **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* **Intec GmbH**  
Wessling, Germany **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.

Latest version at [http://www.equalizergraphics.com/documents/CV\\_Stefan\\_Eilemann.pdf](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"> <li>• High performance OpenGL applications, concurrent programming, distributed systems, immersive environments.</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, OpenGL Multipipe SDK, OpenSceneGraph, graphics hardware</li> <li>• Broad knowledge of operating systems (Mac OS X, Linux (x86/IA64), Irix, Windows) and distributed computing.</li> <li>• Native german speaker, fluent english, good french knowledge.</li> </ul>	

References are available on request.