

Stefan Eilemann

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PARTICULARS	Date of Birth	9. August 1975
	Birth Place	Wittenberg
	Nationality	German

OBJECTIVE	Work in an innovative environment to apply and extend my expertise in software design and development of high-performance visualization applications and frameworks.
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WORK EXPERIENCE *Researcher, Visualization* **University of Zürich**
 Zürich, Switzerland **March 2005 – current**
 As an assistant in the Visualization and Multimedia Lab I am developing a framework for distributed, scalable visualization software. I research new algorithms for the parallelization, management and load-balancing of applications on multi-user graphics clusters.

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 costumization on mobile devices and desktops.

Senior Software Engineer
Neuchâtel, Switzerland

Silicon Graphics, Inc.
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.

EDUCATION

Berufakademie Heidenheim
Dipl.-Ing. (eq BS) in Computer Science, September 1998
Lucas-Cranach-Gymnasium Wittenberg
Abitur (university entrance qualification), June 1994

SKILLS

Area of Expertise:	Development of high-performance multithreaded and distributed OpenGL applications and frameworks
Project Management:	Creation of project schedule, task breakdown and feature prioritization
Communications:	Internal and external technical presentations, customer consulting
Software Development:	C++, C, Perl and Java
Graphics Technologies:	OpenGL, OpenGL Multipipe SDK, OpenSceneGraph, GPU technology, compositing hardware
Operating Systems:	Mac OS X, Linux (x86/IA64), Irix, Windows, OpenBSD
Languages:	native german speaker, fluent english, good french knowledge

References are available on request.