

Stefan Eilemann

Faubourg de l'Hôpital 12 · CH-2000 Neuchâtel · +41 76 33 77 247 · eilemann@gmail.com

OBJECTIVE Work in an innovative environment to apply and extend my expertise in software design and development of high-performance visualization applications and frameworks.

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

In the Visualization and Multimedia Lab I am developing a framework for distributed, scalable graphics software. Current research includes new algorithms for the parallelization, management and load-balancing of applications on multi-user 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.

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. • 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.