Julian Gierl
iOS Engineer

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Professional Experience

Internship at machineering GmbH

Sep 2018 · Feb 2019

Developed a iOS App for streaming and rendering 3D simulations with an augmented reality option.

iOS Engineer at machineering GmbH

Apr 2019 · Aug 2019

Further development and maintenance of 3D-Simulation App.

Education

Bachelor of Engineering in Computer Science at University of Applied Sciences Würzburg-Schweinfurt

Oct 2015 · Jul 2020

Bachelor thesis: "Analysis of security risks in iOS Apps"

iOS Apps

Immersion

A language learning app built with SwiftUI and utilising the Vision framework.

FeedBack

An App to keep track of charitable organisations. Using a Rest API to communicate with a backend server.

iPhysics

Developed for machineering GmbH. The app built with ARKit and SceneKit to display large 3D Simulations.

Skills

Proficient

Xcode · Swift · Affinity Designer

Experience

Java · Python · Git

Familiar

HTML · CSS