



Personal Data

Location: Berlin, Germany



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Software development

Unity/Unreal	● ● ● ● ●
C++/.Net/C#	● ● ● ● ●
OpenGL/DirectX	● ● ● ● ●
Django / Pytorch	● ● ● ● ●
ROS	● ● ● ● ●

Languages

German	● ● ● ● ●
English*	● ● ● ● ●
Spanish	● ● ● ● ●
Finnish	● ● ● ● ●

*: IELTS Academic certificate

Work experience

11/2021 - present

Research Assistant at SCIOI (scienceofintelligence.de)

- Technical support
- Developing 3D psychology experiment with Unity etc.

10/2019 – 11/2021

VR Developer at the Max-Planck Institute for Human Development

- Developing VR frameworks
- Building psychology experiments as web- or Java applications
- Data analysis with R/Python

03/2017 - 06/2017

Internship, (Full Stack Developer) at Futurice, Berlin

- Web development with Django and Python
- Frontend-design and development with Javascript, HTML and CSS
- Database-management with PostgreSQL

Education

2018 - present

Master of Science, Computer Science, Free University of Berlin

- Preliminary mark: 1.3

2014 - 2018

Bachelor of Science, Computer Science, Free University of Berlin

- Thesis mark: 1.0 (Topic: *Real-Time Global Illumination Using OpenGL and Voxel Cone Tracing*)
- Overall mark: 2.2

2013 - 2014

Bachelor Studies, Chemistry, Free University of Berlin

- Non-organic chemistry lab traineeship
- Average mark: 3.0

2001 - 2013

High School Graduation, (Abitur, Gymnasium), German School of Madrid

- Average mark: 1.9

1999 - 2007

Weekend-Schooling, Finnish School of Madrid

Skills

Programming Languages

- Over 10 years of programming experience and in-depth knowledge with C++, C# and Java
- Practical knowledge of SQL, JavaScript, HTML and CSS
- Practical experience coding in graphics environments with GLSL, HLSL and CG/Shaderlab.

Frameworks

- Excellent knowledge of rendering-engines, particularly Unity3D and with VR.
- In-depth knowledge of computer graphics libraries such as Falcor, SFML and SDL as well as standards such as OpenGL and DirectX.
- Practical experience in web-development with Django.
- Know-how of generic robotics frameworks utilizing ROS.
- Experience with GPU-based machine learning through CUDA and pytorch

Other

- 3D modelling in Blender
- Image and texture editing with Adobe Photoshop
- Video-editing with Adobe Premiere
- Molecular dynamics simulations with GROMACS