BENJAMIN KAHL

Work experience

10/2019 - present

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 Gradiuation, (Abitur, Gymnasium), German School of Madrid
- Average mark: 1.9

1999 - 2007

Weekend-Schooling, Finnisch School of Madrid

Skills

Programming Languages
- Over 10 years of programming experience with C++ and Java
- In-depth experience with Python und C#
- Practical knowledge of SQL, JavaScript, HTML and CSS

Frameworks
- Excellent knowledge of rendering-engines, particularly Unity3D.
- In-depth knowledge of computer graphics libraries and standards such as OpenGL, SDL and SFML.

Personal Data

Location: Berlin, Germany

benjamin.kahl.fi

benjamin@kahl.fi

Software development

C#/Unity/Unreal ●●●●●

OpenGL/GLSL ●●●●◐

CG/Shaderlab ●●●◐○

Django / Pytorch ●●●○○

ROS ●●●○○

Languages

German ●●●●●

English* ●●●●●

Spanish ●●●●◐

Finnish ●●●◐○

*: IELTS Academic certificate

- Practical experience coding shaders with GLSL and CG/Shaderlab.
- Pracitcal experience in web-developments with Django.
- Know-how of generic robotics frameworks utilizing ROS.

Other

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