# BENJAMIN KAHL

CURRICULUM

## 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 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 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