BENJAMIN KAHL

Where to find me

github.com/Helliaca

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Software development

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

Languages

German	●●●●●
English*	●●●●●
Spanish	●●●●◐
Finnish	●●●◐○

Work experience

11/2021 - present

Research Assistant (part time) at SCIol (scienceofintelligence.de)
- Technical support
- Developing 3D foraging experiments with Unity.

10/2019 – 11/2021

VR Developer (part time) at the Max-Planck Institute for Human Development
- Building VR development frameworks
- Building psychology experiments with Unity or as Java applications
- Building tools for visibility determination in virtual environments
- Data analysis with C#/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 – 11/2022

Master of Science (due 11.2022), Computer Science, Free University of Berlin
- Thesis topic: *Hardware Acceleration of Progressive Refinement Radiosity using Nvidia RTX*
- 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 in C++, C# and Java.
- Substantial experience with Python and Lua.
- Practical experience with 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.
- 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
- Wide and diverse skillset overarching the entire game development stack, including:
- Modelling, texturing, and simulating in Blender,
- Image and texture editing with Adobe Photoshop,
- Video-editing with Adobe Premiere
- Molecular dynamics simulations with GROMACS