Jim Eckerlein

Software Engineer

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EXPERIENCE

GPU Software Engineer, UX3D
January 2019 — Present

Development on Gestaltor, the company's product, using Qt and C++. Engine and middleware development in C++, Vulkan, and OpenGL.

Contribution to the official Khronos glTF Sample Viewer and adding support for Draco mesh compression to the official Blender glTF Importer and Exporter.

Software Developer, mbs Electronic Systems
June 2017 — December 2018

Implementation of a PDF rendering widget in C++, QML, Qt Quick targeting an embedded device.

Reference

Trainee, ESR Labs
September 2015 — July 2016

Implementation of CAN message sender and receiver on an Arduino device. Construction of Hardware on which the software implementation is supposed to run on.

Reference

EDUCATION

Technical University of Munich
October 2018 — Present

Bachelor of Science in Computer Science

SKILLS

C++ 17
Java
Git, GitHub
Vulkan, OpenGL
Qt 5

Familiar: Android, Rust, Haskell, Kotlin, JavaScript, and HTML/CSS

Languages: German, Czech (bilingual), and English C1

Personal Interests: Realtime rendering, continuous mathematics, linear and geometric algebra, programming rather close to hardware, procrastinating, watching Pixar movies, and reading

PERSONAL PROJECTS

4D Geometry Renderer
Implementing a Flutter App rendering a spatial slice of a draggable 4-D geometry. Features interactive rotation on the X-W plane, the resulting 3-D slice is computed in real time. Source code

JavaScript mini IDE
Implementing an Android App featuring a JavaScript editor with syntax highlighting. The code is parsed in C++, the result passed back through the JNI. Features a built-in file explorer to persistently store scripts. Source code