

# 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.

### 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.

## 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](#)