Jim Eckerlein

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EDUCATION

Technische Universität München since Oct. 2018 · Computer Science B.S.
- Programming, Computer Architecture (Assembly)
- Discrete Structures, Linear Algebra, Analysis, Numerical prog.
- Funktional prog. (Haskell), Algorithms and Data Structures

EMPLOYMENT

UX3D GmbH since Jan. 2019 · GPU Software Engineer
- Development on Gestaltor, the company's product, using **Qt** and **C++**
- Engine and middleware development in **C++** using **Vulkan** and **OpenGL**
- Contribution to **Khronos glTF Sample Viewer** github.com/KhronosGroup/glTF-Sample-Viewer
- Implement Draco mesh compression in **Blender glTF Exporter** github.com/KhronosGroup/glTF-Blender-IO

mbs Electronic Systems GmbH June 2017 - Dec. 2018 · Software Developer
- Implementation of a Qt PDF rendering widget in **C++**, **QML**, **Qt Quick** targeting an embedded device

ESR Labs Sept. 2015 - July 2016 · Trainee
- Implementation of CAN message sender and receiver on an Arduino device
- Construction of Hardware on which the software implementation is supposed to run on

PERSONAL PROJECTS

4D Geometry Renderer
- **Flutter App**, rendering a spatial slice of a draggable four-dimensional geometry.
- Implemented interactive rotation on the XW plane, 3D slice is computed in real time.

JavaScript mini IDE
- **Android App** featuring a syntax highlighting JS editor.
- JavaScript code is parsed in **C++**, the result passed through the **JNI** to **Java**.
- Features a built-in file explorer to persistently store scripts.

SKILLS

Software skills proficient: C++, Vulkan, OpenGL, Java, Git
Software skills familiar: Android, Rust, Haskell, Kotlin, JavaScript, HTML/CSS
Languages: German, Czech (bilingual), English C1
Hobbies: Programming, Reading, Hiking, Cycling