

Julia Ronneberger

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EDUCATION

2021	UWE Bristol, Masters Degree: MA Virtual and Extended Realities
2016 - 2020	University College London, Undergraduate degree: MEng Mathematical Computation, First Class Honours Master Project on "3D pose estimation from a single 2D image"
2012 - 2016	Rotteck-Gymnasium Freiburg, Germany, Abitur (Comparable exam to UK A-Levels): Overall: 1.0 (highest achievable grade) Mathematics (15/15 pts), Physics (15/15 pts), English (14/15 pts), German (13/15 pts)

WORK EXPERIENCE / VOLUNTEERING / PROJECTS

2022 - 2023	C# Engineer at Ultraleap XR Integration of hand tracking tools into Unity: maintaining the Unity Plugin, implementing new features and creating examples. Developing XR experiences that showcase hand tracking design guidelines and best principles.
2021	Master Project "Cognition" Exploring a user's sense of presence and immersion in VR when using passive haptics. Developing a short teaser for an interactive VR experience: Character Design and Animation, Unity Development, Technical implementation using an Arduino, Trackers and potentiometers. (https://juliaronneberger.com/Project_Cognition.html)
2021	Freelance Junior Unity Developer at Anagram Asset integration, Vetting and QA for the Virtual Reality Documentary "Goliath" (https://weareanagram.co.uk/project/goliath)
2019 - 2020	Master Project on "3D pose estimation from a single 2D image" Independent research and development of a neural network for pose estimation (https://github.com/JuliaRon/Masterproject-3D_pose_estimation).
2019	Summer Research Internship at UCL Using drone swarms to defend an airfield against a single intruder, Gained practical skills in Reinforcement learning with Tensorflow and Keras
2019 - 2020	Programming Mentor for students in their first year Support students in their programming projects and explain relevant logic, mathematics and programming concepts
2018 - 2020	Coding helpdesk - Computer Science Department UCL Explaining programming concepts to coding novices
2018 - 2020	"Student Teaching Assistant" - Information Services Division UCL Assisting at workshops, classes and drop-in sessions about IT concepts and using software such as Excel and Word
2017	"Transition Mentor" for students in their first year Share experiences, support students in academic and personal matters

2015	"Schüler-Ingenieur-Akademie" (student academy for engineering) Insight into different engineering careers in cooperation with engineering companies (stryker, SICK and MICRONAS); gained skills in teamwork, presentation techniques and in writing scientific essays as well as skills in computer science, microsystems technology, business management and more; Final paper and presentation about "artificial neural networks" (highest achievable grade)
2012 – 2013	Mentor of Confirmees in our local church Work in a team of 15 teenagers, planning and realisation of two meetings a week with the confirmees, support confirmees on their path to the confirmation
2009 – 2013	Junior Ambassador UNICEF Organisation, management and participation in many events to raise money for UNICEF and raise awareness of the children's circumstances in several countries

PRIZES

2016	"Abiturpreis der Deutschen Physikalischen Gesellschaft" Award from the 'German Physical Society' for extraordinary achievements in physics "Abitur-Preis Physik" Award from the Rotteck-Gymnasium Freiburg for extraordinary achievements in physics "Abiturpreis der Deutschen Mathematiker-Vereinigung" Award from the 'German Mathematical Society' for extraordinary achievements in mathematics "Ferry Porsche Preis" Award from 'Porsche' and the 'ministry for culture, youth and sports' for extraordinary achievements in mathematics, physics and technology
2013	Second prize in statewide mathematical competition (Landeswettbewerb Mathematik, Baden-Wuerttemberg) Participation in the mathematical seminar about "stochastik"
2012	Second prize in statewide mathematical competition (Landeswettbewerb Mathematik, Baden-Wuerttemberg) Participation in the mathematical seminar about "graph theory"

SKILLS

IT:	Programming in Java, C, Python, Matlab, Haskell and HTML at an intermediate level, Experience with tensorflow and pytorch, Unity development and C# programming at an intermediate level, Experience in android app development, Arduino programming, Mobile robot (ActivityBot) programming in C
Design:	Design methods, CAD, material selection, development of a prototype Blender: Character Design and Animation
Languages:	German as mother language, English fluently, French (5 years in school), Latin (4 years in school)
Sports:	Member of canoe club, several years of competitive sports (canoe slalom) completed training as a kayak tour guide / expedition leader