

Jonas Heinle

Information Scientist | Master of Science

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“Wahrlich es ist nicht das Wissen, sondern das Lernen, nicht das Besitzen, sondern das Erwerben, nicht das Da-Seyn, sondern das Hinkommen, was den grössten Genuss gewährt.” (Carl Friedrich Gauß)

I studied computer science at the Karlsruhe Institute of Technology, where I majored in computer graphics, geometry processing, anthropomatics and cognitive systems with a specific interest in deep learning. Currently, I am looking for the next big challenge after my studies.

Experiences

May 2023 October 2022	Research assistant, KARLSRUHE, CAS Software AG <ul style="list-style-type: none">➤ providing user guidance in mixed reality applications➤ using new machine learning approaches and eye tracking <div style="display: flex; gap: 5px;">Machine learningMixed realityHoloLens2C#Python</div>
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Education

September 2023 April 2020	Master of Science Computer Science Student, KARLSRUHE, Karlsruhe Institute of Technology <p>Overall grade: 1.9/ US-GPA: 3.1</p> <ul style="list-style-type: none">➤ Thesis: Designing User-adaptive Guidance for Mixed Reality Using Eye Tracking <div style="display: flex; gap: 5px;">AIComputer Graphics and Geometry ProcessingAnthropomatics and Cognitive Systems</div>
March 2020 October 2015	Bachelor of Science Computer Science Student, KARLSRUHE, Karlsruhe Institute of Technology <p>Overall grade: 2.5/ US-GPA: 2.5</p> <ul style="list-style-type: none">➤ Thesis: Temporally Stable Blue Noise Error Distribution in Screen Space for Real Time Applications <div style="display: flex; gap: 5px;">Path TracingBlue Noise</div>
2014	Pupil Higher education entrance qualification (A-levels), SCHWÄBISCH HALL, Gymnasium bei St. Michael
2006	<p>Overall grade: 2.2/ US-GPA: 2.8</p> <ul style="list-style-type: none">➤ First steps in Procedural programming: Sudoku project➤ Started learning Java autodidactically <div style="display: flex; gap: 5px;">DelphiPascalJava</div>

Teaching and Mentoring

August 2022 October 2018	Technical computer science Tutor, RESEARCH ASSISTANT, Karlsruhe Institute of Technology <ul style="list-style-type: none">➤ Teaching undergraduates in digital technology. This includes inter alias control units, run-time effects, computer arithmetic, boolean algebra, NAND/NOR gates, MOSFET, CMOS, Quine-McClusky, hazards, sequential circuit➤ Teaching undergraduates in computer organization which includes inter alias c programming, caches, assembler, memory organization, DLX-pipelining, RAM, paging, segmentation <div style="display: flex; gap: 5px;">LaTeXCAssemblerMIPSRISC-V</div>
August 2021 January 2020	Mathematics Tutor, FREELANCER, Karlsruhe <ul style="list-style-type: none">➤ Teaching pupils in mathematics <div style="display: flex; gap: 5px;">Mathematics</div>

Projects

RENDERER

2020-NOW

 github.com/Kataglyphis/GraphicsEngineVulkan  github.com/Kataglyphis/GraphicEngine

This projects provide me with a solid Vulkan/OpenGL starting point for implementing modern established rendering techniques and getting quickly started in own research topics.

CMake C C++ Python Vulkan OpenGL

MACHINE LEARNING ALGORITHMS

2020 - NOW


 github.com/Kataglyphis/MachineLearningAlgorithms

This project provides me a solid Machine Learning(ML) starting point for implementing modern established ML algorithms and getting quickly started in own research topics.

LaTeX Python R

DESIGNING USER-ADAPTIVE CONTENT FOR MIXED REALITY USING EYE AND HAND TRACKING

2022-2023

 github.com/Kataglyphis/Designing-User-adaptive-Content-for-Mixed-Reality-Using-Eye-and-Hand-Tracking

This work exhibits interrelationships between users' currently fixated objects, their eye, head, hand movement and users' intentions while doing a task. Based on these findings this work provides user-adaptive guidance for improved interaction quality between Mixed Reality environment and the user.

LaTeX C# Mixed Reality Python Unity

TEMPORARY STABLE BLUE NOISE ERROR DISTRIBUTION IN SCREEN SPACE FOR REAL TIME APPLICATIONS

2019 - 2020

 github.com/Kataglyphis/BachelorArbeit

Tracing Rays and familiar techniques are currently gaining importance. Former papers had shown the effectiveness of blue-noise error distributions and their importance in increasing optical image quality. My work is building upon this findings and presents a temporary algorithm to find a blue noise error distribution in screen space.

LaTeX C C++ Python

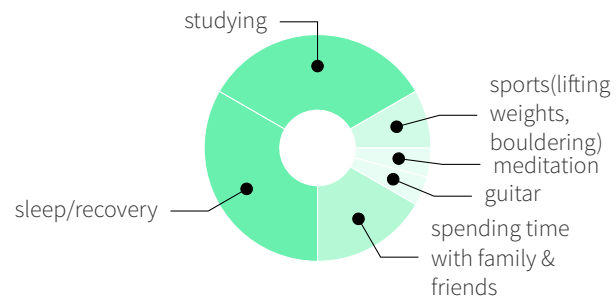
Languages

- > German
- > English, level B2
- > French, level B1
- > Latin

Hobbies

- > Powerlifting
- > Bouldering
- > Guitar
- > Philosophy
- > Politics

A Day of My Life



International experience

- > October 2012 - November 2012: Student exchange India, Mayo College Ajmer

Volunteering

- > February 1, 2015 - August 1, 2015: Federal Volunteers Service at AWO (worker welfare) in Schwäbisch Hall (delivering Meals on Wheels, various driving services, assisting a 16 year old boy with autism in school)

Extracurricular courses/certificates

- > Computer Graphics with Modern OpenGL and C++
- > Learn the Vulkan API with C++
- > Master Computer Vision OpenCV4 in Python with Deep Learning
- > "Start in der Lehre" - tutor program at the Karlsruhe Institute of Technology (KIT): The aim of the program is to develop teaching skills alongside practice.
- > Seminar on political education from the Federal Office for Family and Civil Society Tasks