



Lukas Popp

DATE OF BIRTH


04/06/1996


Profile


 Nationality: German


 Gender: Male


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Languages


German 

English 

French 

Spanish 

Ukrainian 

Russian 

Programming

C++ / TypeScript / Python / React

JavaScript / Vue.js / Git / WebGL

OpenGL / OpenCV / Node.js

HTML / CSS / C# / Java / Angular

ABOUT ME

An eager and quick-learning Computer Science master's graduate with a main focus on computer graphics, front- and backend development. Started as a freelancing software developer after multiple years of part-time work while studying. Always meeting deadlines, fast learning and high attention to detail. As the president of a student organization, showed excellent leadership and communication skills in smaller and bigger teams.

Looking for positions in the field of computer graphics or frontend development.

EXPERIENCE

2021/10 - 2022/12 - Herzogenaurach, Germany

3D Software Developer (Freelance) for adidas AG

Worked as a 3D Software Developer using *Python*, *Three.js* and *React*. Developed an algorithmic browser component for in-house creation of special shoe sole geometry. The product was both delivered as a *Jupyter* extension as well as a standalone web application and the expertise needed for implementing this was not available internally in the team yet. It was required to work with large files, custom file types and to put high attention on performance. The demand for smooth interaction with the renderer and an intuitive UI was fulfilled. The workflow consisted of rapid development and followed agile principles.

2020/08 - 2021/07 - Erlangen, Germany

President at BEST Erlangen e.V.

Strategically lead and planned activities as well as coordinated the work of the board members as president of the non-profit student organization *BEST Erlangen e.V.* As a sub-organization of *BEST* (Board of European Students of Technology), also in contact with its international bodies and other non-governmental organizations.

As project member in the IT Department, created the base of the micro-service backend that was used by all other teams.

2018/10 - 2020/10 - Nuremberg, Germany

Software Developer (Working Student) at DATEV eG

Full stack development of an internal tool with *Angular* (*TypeScript*) and *Spring Boot* (*Java*).

Testing of internal software, both automatically and manually.

2018/03 - 2018/09 - Herzogenaurach, Germany

Software Developer (Working Student) at adidas

Development of a plugin for *Cinema4D* in *Python*; coordinated various smaller projects.

2016/08 - 2018/03 - Herzogenaurach, Germany

Dual Student at adidas

- Development of an application with *Three.js* and *WebGL* as part of my Bachelor thesis.
- Creation of a desktop application for recognizing body movements in a workout program using *Microsoft Kinect* as a sensor.
- Development of multiple plugins for the 3D modeling software *modo* in *Python*.

Interests and Hobbies

- Member of my local sports club since 1997
- Playing football actively since 2002
- Interest in fitness, weight training and running
- Digital art and creative coding
- Alumnus of *BEST Erlangen e.V.* (student organisation)

EDUCATION & TRAINING

05/2020 - 10/2022 - Nürnberg, Germany

Soft Skills Training
at BEST (Board of European Students of Technology)

I received training sessions in the following fields:

- Communication & Feedback
- Conflict Solving
- Facilitation
- Leadership
- Mentoring
- Strategic Planning
- Project Management

03/2018 - 03/2021 - Erlangen, Germany

Master of Science in Computer Science
at Friedrich-Alexander University Erlangen-Nürnberg

Specialization: Computer Graphics, Media and Information Technology, Visual Computing

Thesis: "Reconstruction of Paintings using Reflectance Transformation Imaging"

Grade: 1.1 (German grading system*)

10/2014 - 02/2018 - Nürnberg, Germany

Bachelor of Science in Computer Science and Media
at Georg Simon Ohm University of Applied Sciences Nürnberg

Thesis: "Eine Webanwendung zur Erstellung neuer Farbvarianten von Schuhen mit dem Framework Three.js und dem WebGL-Interface" ("A web application for creating new shoe color ways with the Three.js framework and the WebGL interface")

Grade: 1.2 (German grading system*)

VOLUNTEERING

Volunteer in the student organisation *BEST Erlangen e.V.* (from 2020/05 to 2023/01), now alumnus

Voluntary social year at *Die Aischgründer Tafel* in Neustadt a. d. Aisch

*German Grading System:

German Grade	Canadian Grade	Description	Percentage
1.0	A+/A	excellent/very good	95 - 100
1.3	A-		90 - 94
1.7	B+	Good	85 - 89
2.0	B		80 - 84
2.3	B-		75 - 79
2.7	C+	Satisfactory	70 - 74
3.0	C		65 - 69
3.3	C-		60 - 64
3.7	D+	Sufficient	55 - 59
4.0	D		50 - 54
> 4.0	-	Failed	< 50