David Köppl

+43 650 5241895 | david.koeppl75@gmail.com | davidkoeppl.com | github.com/Masdaofdisasda

Education

Vienna University of Technology   Oct. 2020 – Feb 2024
Bachelor of Science in Media Informatics and Visual Computing   *Vienna*

Higher Technical College Mödling   Sept. 2013 – June 2018
Maturity Diploma in Electrical Engineering   Mödling

Experience

Full Stack Software Developer   July 2022 – Present
Cloudflight Austria GmbH   *Vienna*

- Developing a large-scale CRUD web application using React & SpringBoot, facilitating the review of over 20,000 documents, serving thousands of users.
- Taking the initiative to lead the frontend development, standardizing code standards by integrating ESlint, Prettier and a custom rule set, as well as contributing to an internal UI library
- Analyzing and optimizing Hibernate Queries, achieving a 40% increasing in query speed

- Implementing a custom internationalization solution, reducing merge requests, and accelerating development
- Modernized the customer file upload experience by researching legacy systems and introducing an intuitive UI, simplifying the customers workflow

Teaching Assistant   Oct. 2021 – Sept. 2022
TU Wien, Institute of Visual Computing & Human-Centered Technology   *Vienna*

- Mentored over 400 students, assisting them in mastering core principles in computer graphics and computer vision
- Provided individualized feedback, assisting students with programming challenges through the term

Light Design Engineer   Feb. 2020 – Sept. 2020
Lichtprojekt Aigner & Wöber GmbH   *Vienna*

- Executed precise lighting calculations for multi-story buildings, ensuring compliance with current regulations
- Pioneered innovative LED lighting designs using cutting-lenses, AutoCAD, and 3D print prototyping
- Generating and presented over 50+ customer proposals and maintaining strong client relationship and achieving a 90% project approval rate
- Managed a comprehensive product database with over 16,000 items, automated ID generation

Greed – 3D Game Engine | *C++, CMAKE, OpenGL, GLSL, Maya 3D*   Oct. 2021 – Present

- Developed a game engine supporting common user interaction, incorporating audio and physics libraries
- Secured first place in the Computer Graphics Hall of Fame at TU Wien, showcasing technical expertise and dedication
- Implemented modern rendering techniques including indirect rendering, frustum culling and volumetric light.
- Boosted game performance by transitioning to KTX compressed textures, reducing load times by 80%

Supreme Portfolio Website | *React, TypeScript,ThreeJS, Fiber, Rebass, Git*   April 2023 – Sept. 2023

- Launched a portfolio website, inspired by a famous webshop, highlighting both creative and technical expertise
- Established a scaleable project architecture using React, ensuring long-term maintainability
- Continues integration with automated deployments

Skills

Languages: Java (11, 17), C#, TypeScript, JavaScript HTML/CSS, SQL (Postgres, Oracle), C++, GLSL, Matlab, Python, R
Frameworks: React, Angular, Three.js, SpringBoot, Hibernate, ImGUI, Unity
Developer Tools: Git, Docker, VS Code, Visual Studio, IntelliJ, Jenkins, Maven, Gradle, Webpack, Vite
Libraries: pandas, NumPy, tensorFlow, pyTorch, OpenGL, Vulkan
Other Skills: German, English, UX Design, Usability Testing, UML Modeling, SCRUM