

David Köppl

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Education

Vienna University of Technology

Bachelor of Science in Media Informatics and Visual Computing

Oct. 2020 – Feb 2024

Vienna

Higher Technical College Mödling

Maturity Diploma in Electrical Engineering

Sept. 2013 – June 2018

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
- 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 mentoring, assisting students with programming challenges through the term
- Graded assignments and provided personalized feedback for over 50 students, enhancing their understanding

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 large-scale 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
- Collaborated with a team of 4, enhancing visual output using 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
- Automated deployments with each new commit, achieving a 99.9% uptime

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