

# borisspider

bachelor of science in computer science

## about

since 10.1.1979  
middleearth

treeroad 2  
33666 mirkwood  
middleearth

boris@spider.com +123  
456 789

## languages

english *native*  
german *academic*  
french *school*

## programming

Java  
Python  
L<sup>A</sup>T<sub>E</sub>X

## interests

computers  
excel  
latex templates  
flowers

## education

2000 – 2001 **B.Sc in Computer Science**  
Minor in Music History

University of Londinium

2000 – 2001 **M.Sc in Computer Science**  
None

University of Londinium

## experience

**Some Company**  
Software engineering internship  
A description of what you did

*City, Country* Sep 2013 – Sep 2014

**Some Company**  
Another Job  
A description of what you did

*City, Country* Sep 2013 – Sep 2014

**Some Company**  
Yet Another Job  
A description of what you did

*City, Country* Sep 2013 – Sep 2014

»»»> f5e8434... General updates

goals

phd in computer  
science,

publications

build a airplane,

bananenpflanzen

### Real-time Hiding of Physical Objects in Augmented Reality

Niclas Scheuing

*Master Thesis, 2018.*

Abstract: Proposition and development of a real-time object removal algorithm with a GPU implementation for mobile devices.

Repository access on demand.

### REWIND

Niclas Scheuing Tunay Bora Per Naslund and Magenta Zeng

*Video Game, 2017.*

Abstract: Rewind is a puzzle 2D platformer game with unique game mechanics that challenges your mind. Developed with the Game Technology Lab ETHZ in collaboration with the game design department of ZHDK. Audience award winner.

<https://bitbucket.org/ley/REWIND>

### DRONARCH - Digital Reconstruction of Natural Environment and Archaeological and Cultural Heritage using Structure from Motion

Niclas Scheuing

*Project for the Institut für Archäologische Wissenschaften, University of Bern, 2015.*

Abstract: DRONARCH presents a very low-budget way to generate 3D models from photos using structure from motion and multiview stereo and provides an open source solution for these problems.

### BOSS Optimisation For Interactive Stereoscopic 3D Systems

Niclas Scheuing

*Bachelor Thesis, 2014.*

Abstract: Automatic stereo camera calibration for interactive stereoscopic 3D applications based on scene geometry.

skills

Eclipse Java IDE

experienced

Pycharm Python IDE by JetBrains

experienced

TeXstudio  $\LaTeX$  IDE

experienced

Eclipse Java IDE

experienced

Pycharm Python IDE by JetBrains

experienced

TeXstudio  $\LaTeX$  IDE

experienced

Eclipse Java IDE

experienced

Pycharm Python IDE by JetBrains

experienced

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