



## Wiktor Manczarski

Software Engineer

### ABOUT ME

I'm an austrian software engineer, highly motivated by my interest in technology, software developement and graphic design. I'm offering a versatile but focused skill-set and a balance between creative and analitical qualities. I enjoy learning new technologies, whether it's new software, hardware, a new programming language or library or further additions to my skill-set. I'm always thrilled to put my skills to good use or to learn something new and exciting.

### PORTFOLIO

[www.wiktorious.at](http://www.wiktorious.at)

### CONTACT

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### WORK EXPERIENCES

Present

#### Immersive Deck Internship

TU Vienna

The main task in the internship was to improve the performance and accuracy of the immersive deck. My primary task was to implement a benchmarking tool to evaluate the current state of the immersive deck in C++. Further tasks were optimizations of image based algorithms and GPU-based implementation of those.

For further information refer to my portfolio.

### EDUCATION

Feb 2016 – Present

TU Vienna

#### Medieninformatik & Visual Computing (Bachelor)

Oct 2011 – Aug 2016

TU Vienna

#### Software & Information Engineering (Bachelor)

Switched

Due to the realization that visual computing and 3D graphics is of far more interest to me, I changed the primary subject of my studies at the TU Vienna.

Sep 2002 – Jan 2010

Rainergymnasium

#### AHS MATURA

Real-Gymnasium

### AWARDS

#### Best VR Game

2016

Gunsmith VR was the best VR game in the Virtual and Augumented Reality Course at the Technical University Vienna that year.

## FURTHER SKILLS & EXPERIENCE

2014

### Software Engineering & Project Management

TU Vienna

Learned SCRUM oriented Project Management by creating a piece of Software in a team of 5. The Software was programmed in JAVA and REST, JavaFX and HSQL for the Database. The design of the Software was based on the DAO Pattern.

2014

### Computergraphics

TU Vienna

Created a Game in C++ and OpenGL in a group of two in 5 months.

2015

### Multimedia

TU Vienna

Created a 2D Game in JAVA for the Android Platform in 4 months.

2015

### Introduction to Image Processing

TU Vienna

Used Matlab to create image-analyzing Software for calculating the number of eyes on dice in the given image in a group of 4. My part was the implementation of a connected-component algorithm.

2015

### Object Oriented Programming Course

TU Vienna

Learned basics of OOP like Generics, Concurrency and various Design Patterns in JAVA.

2015

### Web Engineering & Semistructured Data

TU Vienna

HTML/CSS and JAVA Server Pages were used to create a server-sided quiz game Website. Data structures validators and parsers for XML and JSON were implemented to learn the data-models.

2015/2016

### Distributed Systems

TU Vienna

Created two distributed Systems in JAVA. One System for calculating simple mathematical operations in a distributed system with several Servernodes. The second Program was a chatting-application, also done in JAVA. Fundamentals of UDP and TCP and basic Authentications methods(Handshake-Authentication) were implemented.

2016

### Visualization I

TU Vienna

Created a volumetric data visualization software in C++ an QT for the user interface. Serveral visualization algorithms were used for example MIP for the volumetric averaging to crate 2D images from 3D CT data.