I'm

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

CONTACT

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WORK EXPERIENCES

Sept 2017 - Present

VR & AR Master's Course Tutor
TU Vienna

I'm helping out the IMS Team in this course by pre-implementing the course assignments in Unity and Unreal Engine and later on grading the Students on completion of those assignments. Furthermore, I'm also giving feedback and helping the students to assure a successful implementation.

Feb 2017 – Nov 2017

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 the optimization of image based algorithms and GPU-based implementation of those.

For further information you can refer to my portfolio.

EDUCATION

Feb 2016 – Present

TU Vienna

Medieninformatik & Visual Computing (Bachelor)

Oct 2011 – Aug 2016

TU Vienna

Software & Information Engineering (Bachelor)
Discontinued

Due to the realization that visual computing and 3D graphics are of far greater interest to me, I changed the primary subject of my studies.

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 Augmented 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. Several visualization algorithms were used for example MIP for the volumetric averaging to create 2D images from 3D CT data.