



NAME

Simon Moos

CONTACT INFO

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NATIONALITY

Swedish (and currently residing in Sweden)

Education

DATES

2015 – 2020

INSTITUTION

Chalmers University of Technology

PRINCIPAL STUDIES

Computer science & software engineering

BACHELOR'S THESIS

Comparing real-time global illumination techniques for use on the web (WebGL)

MASTERS'S THESIS

Investigating the use of proxy geometry for speeding up real-time ray traced

(CURRENTLY ONGOING)

diffuse global illumination on RTX hardware & APIs

Work Experience

DATES

June 2019 – August 2019

POSITION

Graphics programmer (summer internship)

EMPLOYER

RapidImages

RESPONSIBILITIES

- Developing & integrating an automatic mesh instancing system
- R&D on the Universal Scene Description (USD) framework
- Additional smaller graphics related tasks

DATES

2017, 2018, 2019

POSITION

Teaching assistant (TA) for introductory programming course (2017), and computer graphics course (2018, 2019) at Chalmers University of Technology

RESPONSIBILITIES

Helping students, grading assignments, and correcting exams

DATES

June 2018 – August 2018

POSITION

Graphics programmer (summer internship)

EMPLOYER

Carmenta

RESPONSIBILITIES

R&D on mesh & texture simplification for 3D LiDAR environments. Developed an algorithm for surface parameterisation and mesh simplification with respect to the parameterisation, which doesn't require any human input or parameters



CV – Simon Moos

DATES	February 2016 – August 2016
POSITION	Software developer (part-time freelance work)
EMPLOYER	AddTruly
RESPONSIBILITIES	<ul style="list-style-type: none">– Planning and rewriting a small prototype web-widget into a robust, future-proof, and performant program– Helping with other tasks such as tech support, server management (AWS), and web development
DATES	February 2015 – July 2015
POSITION	Software developer (4 months internship + summer internship)
EMPLOYER	RUAG Space, Gothenburg
RESPONSIBILITIES	<ul style="list-style-type: none">– R&D on new ways of automating and reviewing tests of hardware and software– Communicating with developers & testers regarding direction and end-goal

Skills & Competences

LANGUAGE SKILLS	<ul style="list-style-type: none">– Swedish – native language– English – fluent (CEFR C2)
PROGRAMMING	<p>7+ years of experience programming. I have solid knowledge of modern C++, C, Java, and Swift. I also have some experience with C#, Haskell, JavaScript, and modern web development.</p> <p>I have made contributions to the open source project PicoGL.js.</p>
COMPUTER GRAPHICS	<p>Theoretical knowledge & experience with both offline and real-time rendering. Experience working with Vulkan, modern OpenGL, WebGL, and Metal. See my website (simon-moos.com) for a selection of mostly computer graphics related projects I have worked on.</p>
OTHER MERITS	<ul style="list-style-type: none">– Together with friends I have made two games in Unity as part of game jams.– Involvement in youth music centre (~2010): I worked at ~10 music events under different roles, such as band coordinator and stage technician. I was also involved in a major organizational restructuring of the centre.