



## CV – Simon Moos

**NAME** Simon Moos

**EMAIL** simon.moos95@gmail.com

**NATIONALITY** Swedish

### Education

**DATES** 2015 – present

**CURRENT STATUS** Graduate student, pursuing a master in Comp. Science

**INSTITUTION** Chalmers University of Technology

**PRINCIPAL STUDIES** Computer Science & Software Engineering (IT Program)

**BACHELOR'S THESIS** Real-Time Global Illumination in Web Browsers

### Work Experience

**DATES** June 2018 – August 2018

**EMPLOYER** Carmenta, Gothenburg

**POSITION** Software Developer (summer job)

**RESPONSIBILITIES** – R&D on mesh & texture simplification for 3D LiDAR environments. I developed an algorithm for surface parameterisation and mesh simplification with respect to the parameterisation, without requiring human input

**DATES** August 2017 – November 2017

**EMPLOYER** Chalmers University of Technology

**POSITION** TA for introductory programming course (TDA548)

**RESPONSIBILITIES** – Helping and assisting students, examining assignments, and correcting exams

**DATES** February 2016 – August 2016

**EMPLOYER** AddTruly

**POSITION** Software Developer (part-time freelance work)

**RESPONSIBILITIES** – Planning and rewriting a small prototype into a robust, future-proof, and performant program  
– Helping with other tasks such as tech support, server management (AWS), and web development



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<b>DATES</b>	February 2015 – July 2015
<b>EMPLOYER</b>	RUAG Space, Gothenburg
<b>POSITION</b>	Software Developer (4 months internship+summer job)
<b>RESPONSIBILITIES</b>	<ul style="list-style-type: none"><li>– Researching and developing new ways of automating and reviewing tests of hardware and software</li><li>– Communicating with a team of senior developers and testers regarding direction and end-goal</li></ul>

### Skills and Competences

<b>LANGUAGE SKILLS</b>	<ul style="list-style-type: none"><li>– Swedish – Native language</li><li>– English – Fluent (CEFR C2)</li><li>– Spanish – Beginner</li></ul>
<b>PROGRAMMING</b>	<p>6+ years of experience. Solid knowledge of modern C++, C, Java, and Swift; experience with PHP, Haskell, JavaScript, and modern web development.</p> <p>Have made contributions to open source projects PicoGL.js, and glad. My GitHub profile can be found at <a href="https://github.com/Shimmen/">https://github.com/Shimmen/</a>.</p>
<b>COMPUTER GRAPHICS</b>	<p>Theoretical knowledge &amp; experience with both offline and real-time rendering. Experience with modern and efficient OpenGL. Did my Bachelor's thesis about real-time global illumination in web browsers.</p>
<b>OTHER MERITS</b>	<ul style="list-style-type: none"><li>– Involvement in youth music centre – Worked at ~10 events with different roles, such as band coordinator and stage technician. Was also involved in a major reorganisation of the centre.</li></ul>
<b>REFERENCES</b>	References can be provided upon request.