

NICOLAS HAFNER

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EDUCATION

Master ETH Zürich

2.2019 - Today

- Entered into General Computer Science major with focus on Software Engineering and Computer Graphics.

Bachelor ETH Zürich

9.2013 - 1.2019

- Bachelor's Thesis with Prof. Timothy Roscoe 2018
- Changed major to Computer Science 2014

PUBLICATIONS

- Shader Pipeline and Effect Encapsulation Using CLOS 2019
- Implementation of a Benchmark Suite for Strymon 2018
- Object Oriented Shader Composition Using CLOS 2018

WORK EXPERIENCE

Freelance Work

- Logo design for the Lem project 2018
- Homepage design for Katharina Weis <https://kweis.ch> 2017
- Homepage for the European Lisp Symposium <https://european-lisp-symposium.org> 2016

University of Bielefeld

2015

- Development of a visualisation tool for captured robotics data

PLANTA-GmbH Schweiz

9.2012 - 6.2013

- PLANTA project management & PLANTA customizer
- Development of automated deployment procedures with Python

Open-Source Projects

- Various published libraries in C, Java, and Common Lisp <https://github.shinmera.com>
- The Trial game engine <https://shirakumo.org/trial> 2020
- Radiance - A web application environment <https://shirakumo.org/radiance> 2017
- The Portable Common Lisp IDE <https://portacle.github.io> 2017

Art

- Frequent digital drawings <https://studio.shinmera.com>
- 紫の世界: Endless Depths 2020 Desktop Calendar 2019
- 紫の世界: Curious Sights 2019 Desktop Calendar 2018

Games

- Factory Reset <https://shinmera.itch.io/factory-reset> 2019
- Outsider <https://shinmera.itch.io/outsider> 2019
- Rush <https://shinmera.itch.io/rush> 2017
- The End of All We Know <https://shinmera.itch.io/the-end-of-all-we-know> 2015

Languages

- Fluent English
- Mother tongues German and Swiss German
- Standard Swiss high school education in French
- Basic Japanese