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

- Local chair for the European Lisp Symposium — 2020
- Logo design for the Lem project — 2018
- Homepage design for Katharina Weis — https://kweis.ch — 2017
- Homepage and organisational work 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