Simon Zimmermann
Curriculum Vitae

PERSONAL DETAILS

Birth	June 5, 1993
Location	Düsseldorf, Germany
Mail	mail@simonzimmermann.com
Github	github.com/SimonZimmer

EDUCATION

MSc. Media Informatics   `2018-2020`

University Of Applied Sciences Düsseldorf

Thesis title: 'Scalable Modelling of Room Acoustic Characteristics for AR-devices on the Basis of Visual Information Using Deep Learning' - honors degree

MSc. Music Informatics   `2018`

University Of Music Karlsruhe

Guest Semester

BEng. Media Engineering   `2012-2017`

University Of Applied Sciences Düsseldorf

Thesis title: 'A concept for implementing room acoustic material properties in the context of a 3D-audio engine'

WORK EXPERIENCE

C++ Software Engineer
2020-present

Dear Reality GmbH, Full-time

Full stack development of multiple realtime audio applications. Process follows the guidelines of the test-driven development philosophy, modern C++ and scrum.

Researcher / QA Engineer (working student)
2017-2020

Dear Reality GmbH, Part-time

Research and development of audio-DSP related prototypes, quality assurance and test automation development.

Room-Acoustics Engineer (working student)
2016-2017

ISRW-Klapdor Part-time

Room acoustic simulation and measurement.

PROJECTS

dearVR MIX/MONITOR
2021

Full Stack Developer

Contributed to the Development of the two DAW-plugins "dearVR MIX" and "dearVR MONITOR". The plugins utilize Headphone Calibration, Room Simulation and Binauralization to virtualize a professional studio environment using only headphones. Plugins are also capable of simulating multichannel-audio playback

Team Split Facilitation
2022

Backend Developer, DevOps Engineer

Contributed to transitioning from a one-team solution to a frontend/backend split into two teams using conan, Microsoft Azure, pure-data and C as the extended technology stack

dearVR Exoverb
2022

Backend Developer

Contributed to to the Development of the DAW-plugin "Exoverb". The plugin uses synthesized Reverb Impulse Responses and additional processing to generate a convincing reverb effect

SKILLS

Languages	German (mother tongue)
	English (fluent)
Technologies	C++17
	C
	Python
	pure data
	CMake
	vim

git
docker
conan
Azure
Jenkins
POSIX
MATLAB
LaTeX
googletest
google-benchmark
JUCE
pybind11
flask
numpy/scipy
matplotlib
keras/tensorflow

Other   Music Production
Modular Synthesizer
Esoteric Programming Lanuages (Orca, TidalCylces)