




# Simon Zimmermann

*Curriculum Vitae*

## PERSONAL DETAILS

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*Birth* June 5, 1993  
*Address* Kopernikusstraße 71, 40225 Düsseldorf  
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*Github*  [github.com/SimonZimmer](https://github.com/SimonZimmer)

## EDUCATION

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### MSc. Media Computer Science

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

### BEng. Media Technology

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

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### 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.

**SKILLS**

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<i>Languages</i>	German (mother tongue) English (fluent)
<i>Technology</i>	C++14, CMake, Python, git, docker, POSIX, vim, L <sup>A</sup> T <sub>E</sub> X
<i>Frameworks</i>	googletest, JUCE, flask, tensorflow, keras
<i>Other</i>	electronic music production