



# Simon Zimmermann

*Curriculum Vitae*

## PERSONAL DETAILS

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<i>Birth</i>	June 5, 1993
<i>Location</i>	Düsseldorf, Germany
<i>Mail</i>	<a href="mailto:mail@simonzimmermann.com">mail@simonzimmermann.com</a>
<i>Github</i>	<a href="https://github.com/SimonZimmer">github.com/SimonZimmer</a>

## EDUCATION

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### 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

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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.

## PROJECTS

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### 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

## SKILLS

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#### Languages

German (mother tongue)  
English (fluent)

#### Technologies

C++17  
C  
Python  
pure data  
CMake  
vim  
git  
docker  
conan  
Azure  
Jenkins  
POSIX

MATLAB  
L<sup>A</sup>T<sub>E</sub>X  
googletest  
google-benchmark  
JUICE  
pybind11  
flask  
numpy/scipy  
matplotlib  
keras/tensorflow

*Other*

Music Production  
Modular Synthesizer  
Esoteric Programming Languages (Orca, TidalCycles)