




Simon Zimmermann

Curriculum Vitae

PERSONAL DETAILS

Birth June 5, 1993
Location Düsseldorf, Germany
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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 and pure-data as additional frameworks.

SKILLS

Languages German (mother tongue)
English (fluent)

Technologies C++14
Python
MATLAB
CMake
git
docker
Jenkins
POSIX
vim
L^AT_EX

Frameworks googletest

google-benchmark

JUCE

pybind11

flask

numpy/scipy

matplotlib

keras/tensorflow

Other

Music Production

Modular Synthesizer

Esoteric Programming Languages (Orca, TidalCycles)