




# Simon Zimmermann

*Curriculum Vitae*

## PERSONAL DETAILS

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*Birth* June 5, 1993  
*Location* Düsseldorf, Germany  
*Mail* [mail@simonzimmermann.com](mailto:mail@simonzimmermann.com)  
*Github*  [github.com/SimonZimmer](https://github.com/SimonZimmer)

## 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.

## SKILLS

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*Languages*      German (mother tongue)  
English (fluent)

*Technologies*    C++14  
Python  
MATLAB  
CMake  
git  
docker  
Jenkins  
POSIX  
vim  
L<sup>A</sup>T<sub>E</sub>X

*Frameworks*      googletest  
google-benchmark  
JUICE  
pybind11  
flask  
numpy/scipy  
matplotlib  
keras/tensorflow

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