

Profile

Passionate about Computer graphics and App development.

★ Projects

Chat for Spotify

September 2022 — November 2022

Developed and published a chat app that connects users based on music taste.

• App Store link

OpenRT

Developed and contributed the following features to an open source render engine (OpenRT):

- Adapative Sampler
- · Depth of field

Employment History

iOS Developer at Docsy GmbH, Munich

June 2021 — August 2022

- Developed and reworked most of the app's (macOS) user interface using SwiftUI.
- Added various features to the app such as persistent file access using security scoped bookmarks and in-app spotlight search.
- Improved the Core Data graph.

Software Engineer at FARO Europe GmbH, Stuttgart

December 2020 — June 2021

• Continued working on projects I started during my internship

Software Engineer Intern - R&D at FARO Europe GmbH, Stuttgart

June 2020 — November 2020

- Gained experience in Atlassian tools like Jira and Confluence.
- Worked on image processing and metrology algorithms: optimized 3D surface determination algorithm for an industrial Computer Tomography system that generates point clouds from reconstructed CT data.

Teaching Assistant - Computer Graphics at Jacobs University Bremen, Bremen

September 2020 — December 2020

 Leveraged knowledge in ray tracing by assisting students in implementing a ray tracing renderer and reviewing their codes.

Details

Munich Germany 015202164954

girmayonatan86@gmail.com

Links

Instagram Website GitHub

Skills

Swift

SwiftUI

Firebase

Python

C++

C

Blender 3D

Houdini

TouchDesigner

Hobbies

3D art, Procedural animation, Music

Teaching Assistant - Programming in C and C++ at Jacobs University Bremen, Bremen

September 2019 — December 2019

• Graded assignments, gave tutorials and assisted students during lab sessions.

⇒ Education

Computer Science B.Sc., Jacobs University Bremen, Bremen

September 2018 — June 2021