

Dario Seyb

Kastanienweg 29 – 52074 Aachen – Germany
+49/1601634577 – dario.seyb@rwth-aachen.de – darioseyb.com

Education

2006– 2013	Leibniz Oberschule Advanced courses: Mathematics and ComputerScience Member: Math Club, Band Club Degree: Abitur Honored for exceptional achievements in math and computer science. Thesis on 2D physics in games. Implemented a 2D physics engine in C#.	Secondary Education
July – December 2010	Wellington High School Computer Science, Digital Media, Electronics, Advanced Mathematics Captain of the Ultimate Frisbee team	International Student
March – June 2014	EUCROMA EUCROMA is a 5 month course offered by The Danish Filmschool. In 2014 around 60 students came together in Copenhagen and completed three cross media projects, each consisting of an animated short film and a game.	Student
October 2014 – present (expected graduation 2017)	RWTH Aachen University Studying computer science at an undergraduate level.	Undergraduate Student

Work Experience

July 2011, October 2011 July 2012	Multiple internships at Brightside Games Gameplay- and Tools Programmer for iOS using Unity3D and C#
August 13 – November 13	Internship at Newtracks Gameplay Programmer. Developed game prototypes using Unity3D and C#.
July 14 – April 15	Frontend Programmer at Klang Games Completed various gameplay and graphics programming related tasks. (remote work)
June 14 – July 15	Graphics Programmer at XTODIE Worked on the explorational horror game Ragnarök for the Oculus Rift. (remote work)
April 15 – October 15	Software Engineer Intern at Microsoft Worked on business intelligence and telemetry solutions. Analyzing big data and creating a custom query engine with its own query language and visualization frontend. Created a CSS regression testing suite during a Microsoft internal hackathon.
November 15 – present	Student Helper at the Visual Computing Institute at RWTH Aachen University Writing a driver for the Epilog Helix laser cutter and integrating it into OpenFlipper

Other Experience

April 2012	Two day workshop about agile software development with Scrum at the HTW Berlin
2012– 2015	Participation in multiple Game Jams Mostly the monthly 8 hour Berlin Mini Game Jam.

Accomplishments

July 2012

Successfully completed the online courses "Algorithms: Design and Analysis, Part I and Part II" provided by the Stanford University

January 2013

January– June 2013

A second prize in the first round and a third prize in the second round of the "Bundeswettbewerb Informatik" (German computer science competition)

February 2015

Was awarded a scholarship by the German National Academic Foundation

Notable Projects

EDGE OF SPACE (RWTH | 2015-2016)



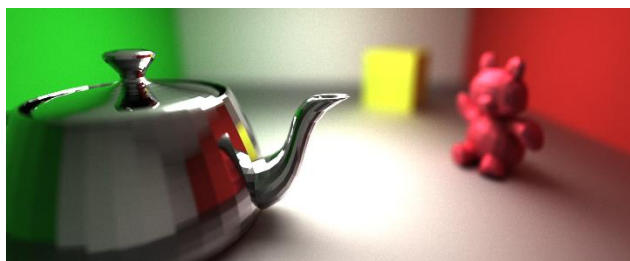
„Edge of Space“ is a project I worked on as part of the „Game Programming“ module at RWTH Aachen. In a team of 3 we implemented a planetary rendering engine in C++ with procedurally generated planets, a dynamic level of detail and physically based atmosphere rendering. It got selected for the “best of” presentations at the end of the course. [YouTube link](#)

RERUNNERS (KLANG GAMES | 2014 - 2015)



[ReRunners](#) is a 2D running game with asynchronous multiplayer made by [Klang Games](#). I worked mostly on the frontend part of the game, which included things like character rendering and animation systems, optimizing the level rendering and designing a camera system which works well in an open world.

ZAPHOD (2013 - 2016)



Zaphod is a raytracer running on the CPU. I started this project to refresh my 3D math and C++ skills. I use it as a starting for implementing various rendering algorithms. You can check out the code on GitHub: [bonus2113/zaphod](#)

OTHERSIDE (2015)



Otherside is a VM running SPIR-V code on the CPU. This is an implementation of SPIR-V, the new intermediate language defined by Khronos. It also produces C like code that represents the given SPIR-V file (for easier reading). You can check out the code on GitHub: [bonus2113/otherside](#)