Eduard Heller, M.sc.

Software engineer

* 05/27/1989 in Russia

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▶ EDUCATION

2016 – 2020	**Hochschule Hannover** // Master of Science: Computer Science
2013 – 2016	**Hochschule Hannover** // Bachelor of Science: Computer Science
2010 – 2013	**Leibniz Universität Hannover** // Bachelor of Science: Mathematics (no degree)
2006 – 2010	**Eugen Reintjes-Schule** // General qualification for university entrance

▶ EXPERIENCE

12/20 – today **VHV Gruppe //** Full Stack Developer

- Development of backend applications, microservices and frontend webapps
- Unit Testing with JUnit5 and Spock
- Technologies: Spring Boot, Angular, React, Grafana, InspectIT, Kibana

03/18 – 03/19 **Hochschule Hannover //** Research associate, Serious games and virtual reality

- Development of a virtual reality framework
- Implementation of multiplayer functionalities and virtual reality interactions
- Technologies: Unity3D, HTC Vive

09/17 – 03/18 **Hochschule Hannover //** Student assistant, Serious games and virtual reality

- Development of Algorithms (evaluation of eye contacts)
- Technologies: Unity3D, HTC Vive

02/17 – 10/17 **Hochschule Hannover //** Tutor, Computer graphics/OpenGL

- Held lectures about computer graphics (OpenGL)
- Teaching a modern graphics pipeline
- Technologies: C++, OpenGL, GLSL

▶ COMPLETED PROJECTS

- Portfolio: eduardheller.com

▶ TECHNICAL EXPERIENCE

Software	Visual Studio | JetBrains Rider and IntelliJ | Git | Bitbucket | Jira | Confluence Jenkins | Adobe Photoshop | Autodesk 3dsmax | Blender
Technologies	Unity | OpenGL | GLSL | Virtual Reality | Spring Boot | Angular | React QT | Grafana | ELK Stack | Kibana
Programming Languages	Java | C# | Javascript | Typescript | SQL | HTML | CSS | GLSL | Python
Software Architecture Styles	SOLID | MV-Patterns | State-Machine | Unit-Testing | Inversion of Control REST | OAuth2

▶ CERTFICATIONS

- Cisco Certified Network Associate (CCNA)

▶ PUBLICATIONS

- J.Schild et al., "EPICSAVE Lifesaving Decisions – a Collaborative VR TrainingGame Sketch for Paramedics", 2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Osaka, Japan, 2019, pp. 1389-1389

▶ LANGUAGES

- German – Native
- English – Fluent
- Russian – Limited working proficiency

▶ HOBBIES

- Playing guitar and piano
- Singing
- Game-Programming
- 3D-Programming
- Learning new technologies