Curriculum Vitae
Philipp Welsch

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Personal summary

Philipp Welsch is a Computer Science student, currently in his 5th semester at the University of Applied Sciences Salzburg. He is studying Multimediatechnology, a modern blend of Computer Science and Media Technologies with a major focus on Video Game Engineering and Computer Vision. Philipp is a passionate programmer who enjoys acquiring new knowledge outside of his work hours and likes to keep up with the newest developments, thinking about how they could improve our technology.

Education

2014-2017	Bachelor of Science in Engineering (BSc), Multimediatechnology (Mixed Reality and Game), University of Applied Sciences Salzburg
2006-2014	Matura, BG/BRG Stainach
	Mathematics (A)
	Physics (A)
	English (A)
	German (B)

Experience

Jul 2016 - Nov 2016	Internship at Polycular OG
	Intern game programmer, working with Unity 3D on multiple game and mobile application projects
Jan 2016 - Jun 2016	Tutor Computer Graphics 1
	Tutor at FH Salzburg, supporting Dr. Markus Tatzgern in the CG1 course covering basic linear algebra, OpenGL primitives and basic shading.
	Tutored second semester students and provided reference implementations for student's homework.

Oct 2016 - Jan 2017	Tutor Computer Graphics 2
	Tutor at FH Salzburg, supporting DI Gerlinde Emsenhuber in the CG2 course covering rendering strategies, real-time shadows and physically-based rendering.
	Tutored third semester students.

Expertise

Proficient in C++, C#, JavaScript

Modern OpenGL, including Shader Programming in GLSL

Computer Vision

Linear Algebra and Statistics

Software Architecture and Design

Algorithms and Datastructures

Working with Microcontrollers and Sensors (Arduino)

Video Game Engineering

Knowledge of Web Based Technologies including HTML and CSS, Databases, node.js

Personal Statement

I consider myself to be very lucky to be able to study my personal passion with this degree in Computer Science. I have been a technology geek from a very early age on, so getting to combine my passions for the Sciences, Engineering, Video Games and Programming is incredible.

Now I'm looking to put the knowledge I will have acquired by Summer 2016 into practice, by gaining actual industry experience for the first time.
Although I'm fresh to being a professional developer I think that many of my personal qualities will help me transition into a role as a software engineer.

I enjoy developing solutions to difficult problems and get hooked very easily if I am passionate about what I am working on. Therefore I only consider applying oneself to something useful, if you get excited about working on it.
Being punctual and professional is actually very important to me and I do not like external factors getting in the way of my work. I spend a lot of my free time studying computer science, so I am always on top of new developments (I am especially passionate and opinionated about the topic of programming languages). I love discussing all things CompSci with others, so I have an easy time communicating ideas and concepts.

Currently I have developed 2 games, which you can find on my website philwelsch.is. By the time I start my Internship I will have developed a third game using Unity3D, so I will already have good insight into modern video game development.

I might be inexperienced, but I am convinced, that if you give me chance, you will quickly see that I can become an asset to any software engineering team.

Personal   Nationality: Austrian
Languages: German, English

References   Can be provided at request