

# Jim Eckerlein

## Software Engineer

Munich, Germany

**Email:** [jim.eckerlein@icloud.com](mailto:jim.eckerlein@icloud.com)

**Web:** [jim-eckerlein.io](http://jim-eckerlein.io)

**GitHub:** [github.com/jim-eckerlein](https://github.com/jim-eckerlein)

**LinkedIn:** [linkedin.com/in/jim-eckerlein](https://linkedin.com/in/jim-eckerlein)

## EXPERIENCE

### GPU Software Engineer, UX3D

*January 2019 — Present*

Development on [Gestaltor](#), the company's product, using Qt and C++. Engine and middleware development in C++, Vulkan, and OpenGL

Contribution to the [official Khronos glTF Sample Viewer](#) and adding support for Draco mesh compression to the [official Blender glTF Importer and Exporter](#)

### Software Developer, mbs Electronic Systems

*June 2017 — December 2018*

Implementation of a PDF rendering widget in C++, QML, Qt Quick targeting an embedded device

[Reference](#)

### Trainee ESR Labs

*September 2015 — July 2016*

Implementation of CAN message sender and receiver on an Arduino device

Construction of Hardware on which the software implementation is supposed to run on

[Reference](#)

## EDUCATION

### Technical University of Munich

*October 2018 — Present*

Bachelor of Science in Computer Science

Seminar work: [The Evolution of the C++ Memory Model](#)

## SKILLS

C++20

Java

Git, GitHub

Vulkan, OpenGL

Qt 6

**Familiar:** Swift, Android, Rust, Haskell, Kotlin, JavaScript, and HTML/CSS

**Languages:** German, Czech (bilingual), and English C1

**Personal Interests:** Realtime rendering, mathematics, Geometric Algebra, programming close to hardware, being productive, watching Pixar movies, and reading

## PERSONAL PROJECTS

### 4D Geometry Renderer

Implementing a Flutter App rendering a spatial slice of a draggable 4-D geometry. Features interactive rotation on the X-W plane, the resulting 3-D slice is computed and rendered in real time. [Source code](#)

### JavaScript mini IDE

Implementing an Android App featuring a JavaScript editor with syntax highlighting. The code is parsed in C++, the result passed back through the JNI. Features a built-in file explorer to persistently store scripts. [Source code](#)