Jim Eckerlein

Software Engineer

November 20, 2025

Münster, Germany

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Web https://jimec.dev

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Experience

GPU Software Engineer, UX3D GmbH

January 2019 – August 2023 (Part-time)
September 2023 – Present (Full-time)

- Development on Gestaltor, the company's product, using Qt and C++
- Engine and middleware development in C++, Vulkan, and OpenGL
- Add Draco Mesh Compression to the Blender glTF Exporter
- Implementation of a Full-stack SvelteKit App
- Development on a React App
- Customization of Unity's High-Fidelity Render Pipeline (HDRP)
- Various prototypes for several use-cases, mostly in Rust

Software Developer, MBS Electronic Systems GmbH

June 2017 – December 2018

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

Trainee, ESR Labs GmbH

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: Computer Science

October 2018 – August 2023

- Studies discontinued for personal reasons
- Thesis: An Environment for Continuous Integration and Software Testing for sys-sage
- Seminar work: The Evolution of the C++ Memory Model

Skills

- C++, Rust
- JavaScript, TypeScript, React, Next, Svelte, SvelteKit
- Java, Kotlin
- WebGPU, Vulkan, OpenGL, Metal
- Swift, Android
- Haskell

Langugages

- German, Czech (native)
- English (C1)
- Spanish (A2)

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 3D 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