Stephan Brandauer

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Born and raised near Salzburg, Austria, I studied in Germany and Sweden. I'm currently a **Ph.D. student** at Uppsala University.

My research is about understanding how **shared mutable state** is used in practise, and about creating abstractions that let practitioners control sharing of mutable state. This serves two interests: writing correct software, and writing efficient software.

As a programmer, I am looking to learn how to develop **large scale distributed systems** with **tight performance constraints**. I also love all things related to information visualisation and would love to learn more about static or dynamic code analysis in practise.

I have coded in many languages, some recent are **C++, Java, Scala, Haskell**. I like Haskell for its elegance, I like Java for its pragmatism, I like Scala for being a little bit of both. I don't want to like C++, but I also don't know how to quit.

2017

2016

2015

2014

2013

2012

2011

2010

2009

2008

2007

2 Publications – *"Disjointness Domains for Fine-Grained Aliasing"*, Brandauer, Wrigstad, Object-Oriented Programming, Systems, Languages & Applications.

"Parallel Objects for Multicores: A Glimpse at the Parallel Language Encore", Brandauer, Castegren, Clarke, Fernndez, Broch Johnsen, Pun, Tapia Tarifa, Wrigstad, Yang, International School on Formal Methods for the Design of Computer, Communication and Software Systems: Multicore Programming.

Ph.D student, Uppsala University – **Developing a type system** for alias control, working on research programming language **compiler and runtime**, and implementing a **dynamic analysis tool for Java byte code** – and **analyse data using Cassandra and Spark**; supervised by Tobias Wrigstad and Dave Clarke.

Publication – *"The Joelle Programming Language"*, Östlund, Brandauer, Wrigstad, International Workshop on Languages for the Multi-Core Era, ECOOP'12.

M.Sc. in CS, Uppsala University – M.Sc. thesis "Task Scheduling using Joelle's Effects". Implementing a task scheduler for a parallel programming language.

Teaching- and Research Assistant – Teach AI, develop VR and eye tracking apps.

Publication – *"Navigation in VR with the Wii Balance Board"*, Hilsendeger, Brandauer, Tolksdorf, Fröhlich, 6th Workshop on VR/AR, 2009.

B.Sc. in Cognitive Informatics, Bielefeld University – Average grade 1.5 (grades 1-5, 1 best), B.Sc. thesis: 2D physics engine.

Freelancing at Comet Consulting – Developing measuring software in C# for automatic 3D laser-range-scan data on construction sites.

Laube GmbH – Social work instead of being drafted for military service.