

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 type systems** for alias control, work on research programming language **compiler and runtime**, implement **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.

