Felix **Maier**

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Skills

Most experienced with: JavaScript, C, C++
Some experience with: C#, Java, Python
Graphics APIs: Vulkan, WebGPU, D3D11, WebGL, OpenGL
VR APIs: WebVR, WebXR
Compilers: WebAssembly

Personal Projects

Vulkan Ray-Tracing Extension for WebGPU

Implementing Real-Time Ray Tracing for the Vulkan backend of Chromium's Dawn Project

https://github.com/maierfelix/dawn-ray-tracing

Node Bindings for WebGPU

Bindings to Chromium's Dawn Project for Node

https://github.com/maierfelix/webgpu

Vulkan API for Node

Low-overhead JavaScript bindings to the Vulkan API

https://maierfelix.github.io/nvk/1.1.126/

Vulkan Real-Time Ray Tracing Path Tracer

A real-time path tracer written with Vulkan and JavaScript, using Disney's material model, Volumetric Light Scattering and the NVIDIA Optix AI Denoiser

https://github.com/maierfelix/momo

C to WebAssembly Compiler

A basic C to WebAssembly Compiler

https://github.com/maierfelix/mini-c

JavaScript Code Instrumentation

Allows to exploit, record and analyze running JavaScript

https://maierfelix.github.io/Iroh/

For a complete List, see https://maierfelix.github.io/aboutme/

Professional Experience

Active Theory	*Remote*
Sponsorship	*2019 – 2020*

- Implementing a Real-Time Ray-Tracing API for WebGPU

InVision	*Remote*
Internship	*2018 – 2018*

- Vector Rendering, Prototyping with WebGL and WebAssembly

Education

SRH Berufsbildungswerk	*Germany, Heidelberg*
Equivalent to Vocational Training	*2016 – 2019*

School	*Germany, Rottenburg*
	2002 – 2015

Interests

Real-Time Ray Tracing,
Game Development,
Reverse Engineering / ROM Hacking / Emulation,