

# Felix Maier

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## Skills

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**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

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### 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/lroh/>

FOR A COMPLETE LIST, SEE [HTTPS://MAIERFELIX.GITHUB.IO/ABOUTME/](https://maierfelix.github.io/aboutme/)

## Professional Experience

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### Active Theory

SPONSORSHIP

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

Remote  
2019 – 2020

### InVision

INTERNSHIP

- Vector Rendering, Prototyping with WebGL and WebAssembly

Remote  
2018 – 2018

## Information

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Born: 04/19/1996,

Name: Felix Maier,

Location: Tübingen, Germany,

## Education

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### SRH Berufsbildungswerk

EQUIVALENT TO VOCATIONAL TRAINING

Germany, Heidelberg  
2016 – 2019

### School

Germany, Rottenburg  
2002 – 2015