Johannes Przybilla

+81 80 7044 6183 prjoh.dev@gmail.com prjoh.xyz LinkedIn GitHub

WORK EXPERIENCE

シリコンスタジオ株式会社 | Engine Programmer Tokyo, Japan | June 2023 - Today

- Responsible for in-house engine AI navigation solution for AAA game studio (C++)
- In-house engine editor development using WPF (C#)
- Custom renderer implementation for Unreal Engine 5

株式会社 MOLCURE | Lead Software Engineer Tokyo, Japan | Feb 2022 - May 2023

- Leading team to realize robotics module enabling fully-automated PCR experiments.
- Design and implementation of digital twin of robotics platform using Unity.

FIGNNY CO., LTD. | Software Engineer (Contract) Tokyo, Japan | Sep 2022 - Nov 2022

- Worked on 3D engine for building orthodontics software tools using three.js.

NAGOYA UNIVERSITY | Software Engineer (Contract) Nagoya, Japan | Feb 2022 - Nov 2022

- Created VR app for mobile robotics platform in cooperation with Nagoya University Kawaguchi Lab, allowing inter-space communication between virtual and real spaces using Unity.
- Presented poster at SIGGRAPH 2022: MetaPo: A Robotic Meta Portal for Interspace Communication.

株式会社 MOLCURE | Software Engineer Tokyo, Japan | May 2020 - Jan 2022

- Created VR demonstration of robotic system using Unity for Occulus Quest 2.
- Designed and implemented calibration system using Python and C++ to enable precise control of dispensing robot.
- Designed and implemented desktop application using Python, Qt and ROS decreasing time to enable automation of biological experiments.
- Developed low level modules on embedded systems using C++.

ITEC RWTH AACHEN | Research Assistant Aachen, Germany | Jan 2019 - Dec 2019

- Daimler AG coop: Manufacture of MAKI robot and GUI implementation
- Implementation of Experiment Builder interface for Cozmo

EDUCATION

Computer Science M.Sc. (2 Semester) Aachen, Germany | Oct 2018 - Oct 2019
RWTH Aachen University
Courses: Embedded Systems, Media Computing Project (Pneumatic soft robotic gripper)

Computer Science B.Sc. Aachen, Germany | Oct 2014 - Oct 2018
RWTH Aachen University
Thesis: Created algorithm for C++ Symbolic Execution Engine KLEE; GNU gzip bug report
Courses: Computer Graphics, HPC, Webtechnologies, Compilerconstruction

PROJECTS

PARALLAX VIEW WebGL, dlib
Off-axis projection correction using dlib library, WebGL and MacBook Air webcam.

SKILLS

Languages: C++, C#, Python, JavaScript
Tools: Unreal Engine, Unity, DirectX, OpenGL, WPF, Qt, ROS2, Git, Perforce, Docker, AWS
Hardware: Arduino, ESP, Pololu A-Star, Raspberry Pi, Arbotix-M Robocontroller