



Robert Lee Seligmann

Software Engineer

I am a software engineer with interests in emerging technologies and XR, and a passion for developing useful and beautiful user experiences. I am always eager to learn new skills and push my boundaries by working alongside inspiring and experienced people in the industry.

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SKILLS

JavaScript TypeScript

React.js Vue.js

CSS/SCSS Node.js

C# Figma

LANGUAGES

French Native

English CAE (C1)

German Basic (B1)

EDUCATION

Aalto University

2018 - Current

M.Sc. in Computer Science

Haaga-Helia

2017 -2018

B.Sc. in Business Administration

HES-SO Valais

2015 -2017

B.Sc. in Business Information Technology

FUTURE VENTURES

Kotlin, Ruby on Rails, Elm,
Photo/Video editing, Japanese

WORK EXPERIENCE

Software Engineer Intern @ Fujitsu Software Technologies

June 2019 - August 2019 (3 mos) // Matsumoto, Japan

- ▶ Developed an interactive visualization tool using **D3.js** and **Vue.js**.
- ▶ Interfaced with the client on a weekly basis, providing updates on the project and defining the next tasks and requirements.
- ▶ Communicated project information and priorities during daily morning standup meeting ("Chorei").
- ▶ Manually tested the tool using different datasets to validate the product requirements.

Software Engineer Intern @ Institute of Information Systems

June 2018 - August 2018 (3 mos) // Sierre, Switzerland

- ▶ Designed and built a prototype XR application to visualize 3D medical images for the Microsoft HoloLens and HTC Vive.
- ▶ Implemented various AR and VR interactions using **Unity 3D** and **C#**.
- ▶ Developed a **Java Spring API** that performs image segmentation using the Icy Open Source Image Processing Sofware.

Waiter and Kitchen Assistant @ Chetzeron 2112 SA

November 2014 - April 2015 (6 mos) // Sierre, Switzerland

- ▶ Customer service, food / beverage service, scheduling, inventory.

EXTRA-CURRICULARS

Developer @ Junction 2019 · challenge 2nd place

Our service incited clients to make sustainable choices through gamification and social experiment. Our team developed a **React.js** dashboard and an **Android** application, both connected to a **Firebase** backend.

Volunteer @ Geneva Health Forum 2018

Promoted the use of XR technologies in the medical field to experts in the healthcare industry. Our rescue application made during the Arkathon was showcased to demonstrate the potential of XR.

Developer @ Arkathon 2018 · Jury's pick award

Our team developed a simulation to train specialists to intervene in an extreme environment. Our rescue simulation was made for the HTC Vive using **Unity** and **C#**.

INTERESTS

Hiking, hackathons, traveling,
video games,