David Berman

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Frankfurt am Main

Education

08/2020 – 11/2023

Visual Computing (M.Sc.)
Technical University of Darmstadt (GER)
- Focus in Photogrammetry, Computer Graphic, Capturing Reality, Human Computer Interaction, Machine Learning
- Thesis:
  'Investigation and Improvements of Neural Field Efficiency and Quality' | Grade (1,0)

10/2014 – 08/2020

Computer Science (B.Sc.)
Technical University of Darmstadt (GER)
- Focus in Computer Vision, Image processing, Visual Analytics
- Thesis:
  'Sketch-based Definition and Modification of Geometric Parameters for Mass Customization' | Grade (1,7)

Experience

10/2020 – 03/2024

Research Assistant at Interactive Engineering Technologies
Fraunhofer IGD (Darmstadt, GER)
- Geometry processing and Parameterization
- Concept of interactive User Interfaces
- UX Design

Skills

Languages: German, Russian, English

Software: Visual Studio, Qt Tools, PyCharm, Adobe Photoshop, Affinity Suite, Microsoft Office Suite
3D Software: SideFX Houdini, MeshLab, Cura
Programming languages: C++, C, Python, Java, HTML/5, CSS/SCSS, Javascript, PHP
Frameworks & Libraries: Qt, OpenGL, PyTorch, React, Reactflow, Node.js

Noteworthy: Social-Media Community Management (Instagram, Meta)

Interests

Video game development, Film & Animation, Publishing, Mixed Reality, Social Media Trends, Visual Analytics, 3D-Print