Benjamin Thorstensen

Programmer

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10th November 2014

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1040 Wien,
Vienna,
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Qualcomm Research Vienna

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Dear Qualcomm team

In response to your advetisement on your website, I would like to apply for an Internship at Qualcomm Research Center in Vienna, Austria.

I am in the fith semester of my bachelor´s degree in Computer Science, specialized in game developement and simulation.
I always had a profound interest in Augmented Reality, so in my first semester I decided to write a seminar paper about Augmented Reality technolgies. This helped me to understand the basics of AR. Today I am writing you to dig deeper into this technology to feed my interest for AR.
You will see from my CV that my passion for new technologies is a big part of my life. Working with cutting-edge technologies like the Oculus Rift,which by the way is a great device to test Augmented Reality solutions, has been a strong experice trough out my studies. I have experience in mobile developement (Android), computer graphics and test-driven developement is nothing new for me. I have also acquired knowledge of different agile software development frameworks, with a strong focus on Scrum.

Internship Requirement:
To sucessfully complete my bachelor´s degree, I have to fulfilll some requirements. From the 02.03.2015 to the 24.05.2015 I have to work 5 days for 12 - 15 weeks, also my bachelor thesis has to be related to my work.

Sincerely,

Benjamin Thorstensen

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ABOUT ME

My name is Benjamin and I am twenty-four years old. I am currently studying at the "FH Technikum-Wien".
I enjoy the time at the university and it is very satisfying to know that I have found a study path that I really like. In my free time I like to spend my time in front of my computer playing and producing video games.
I consider myself a very adaptive and self-motivated person, always looking for the next challenge. Overall my biggest strength is my passion for new technology. During my studies I took huge efforts to get my hands on the "Oculus Rift" and start producing Virtual Reality content. Being a teamplayer, I supported my project members to achieve the goals in a flexible and strategic way.
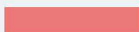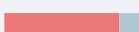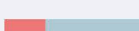
PERSONAL

Name	Benjamin Thorstensen
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LANGUAGES

- German
- French
- English
- Norwegian
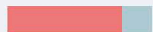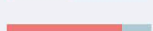
EDUCATION

Lycée Français de Vienne	1994-2006
ORG Rudolf Steiner	2006-10
Civilian service	2010-11
Technische Universität Wien	2011-12
FH Technikum Wien	2012-14

SKILLS

- C++
- C#
- Java
- C
- OpenGL
- Unity
- Blender
- MSSQL
- GIT

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💼 PORTFOLIO

1. VR Exposure

The patient uses the Oculus Rift and a compatible Controller to navigate through a level.

The scenario consists of an open space and a metro station. There are various configuration options (brightness, dirtiness, ...) to tailor the appropriate situation for each patient, to insinuate a certain subjective level of distress within the patient.

The therapist supervises the patient and can control the variable parameters.

2. Oculus Rift Dev Chain

The aim of this project was to learn Unity3D, Blender and the developement of games with the Oculus Rift.

3. OpenGL Project

For this Project I used the Openframworks-Library to learn the basics of OpenGL.

Apart from Project 2, all used models are not created by me.
I was in charge of gameplay programming and gameplay design.