

Benjamin Thorstensen

Programmer

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Dear Qualcomm team

In response to your advertisement on your website, I would like to apply for an Internship at qualcomm research center in Vienna, Austria.

I am in the fifth semester of my Bachelor's degree in computer science, specialized in game development and simulation.

I always had a complete interest in augmented reality, so in my first semester I decided to write a seminar paper about augmented reality technologies. 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 experience throughout my studies. I have experience in mobile development (Android), Computer graphics and test-driven development 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 successfully complete my Bachelor's degree, I have to fulfill 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 will be related to my work.

Sincerely,

Benjamin Thorstensen

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ABOUT ME



I'd like to start with a brief introduction of myself. 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 


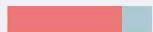



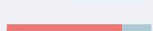





EDUCATION

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 (starting area, low low subjective level of distress) 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 Openframeworks-Library to learn the basics of OpenGL.

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

