



# Thomas Neff

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*I have had my results for a long time: but I do not yet know  
how I am to arrive at them - Carl Friedrich Gauss*

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## Education

- 2015– **Master of Science**, *Graz University of Technology, Graz, .*  
Information and Computer Engineering  
*Major:* Signal Processing and Speech Communication  
*Minor:* Computer Vision and Graphics  
○ Scholarship for academic excellence 2015/2016
- 2012–2015 **Bachelor of Science**, *Graz University of Technology, Graz, with distinction.*  
Information and Computer Engineering (Telematik)  
○ Scholarship for academic excellence 2012/2013  
○ Scholarship for academic excellence 2014/2015
- 2007–2012 **Matura**, *HTBL u. VA BULME, Graz, with distinction.*  
Hardware - Software - Co-Design with focus on Software Development

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## Bachelor thesis

- title *BugTracer: A Buffer Overflow and Memory Access Logging Tool*
- supervisors Dipl.-Ing. Johannes Winter
- description Buffer Overflow detection and visualization for C programs using LLVM compile passes, a run-time C library and a Python GDB script.

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## Experience

### Vocational

2013– **Study Assistant**, *Graz University of Technology, Institute for Information Systems and Computer Media*, Graz.

Tutorials, assignment creation and correction for introductory courses in C and C++ programming for groups between 40 and 80 students. I was also partly responsible for the planning, revision and organisation of the contents of the tutorials in cooperation with the other study assistants.

- Einführung in die (strukturierte) Programmierung
- Softwareentwicklung Praktikum

2016 **Summer Intern**, *Graz University of Technology, Institute for Computer Graphics and Vision*, Graz.

Internship in the domain of medical image analysis using modern machine learning methods. I contributed to a tool which is used for online data-augmentation of medical image data using Caffe and the ITK image processing framework. I also explored Generative Adversarial Networks and their application in the medical imaging domain.

2010, 2009 **Summer Intern**, *AVL List GmbH*, Graz.

Implementation of a C# script for mass license creation from an SAP MS Excel sheet using .Net COM-Interop to improve the work-flow of the department.

### Student Projects

2013 **Mobile Applications**, *Graz University of Technology*, Graz.

Project lead of the development of an iOS educational platforming game called Super1x1 in cooperation with 2 colleagues. My main responsibility was to create the concept as well as the main game engine and the music. Super1x1 was voted to be the best app created during the course by all students attending.

App Store: <https://itunes.apple.com/us/app/super-1x1/id664651808>

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## Awards

2015 **Pebble Timeline Challenge Winner with "Greeney's Run"**, *Pebble*, Palo Alto, California.

Implementation of a procedurally generated endless platforming game in C using the Pebble SDK for the Pebble Smartwatch. "Greeney's Run" was selected to be one of 12 international winners of the Pebble Timeline Challenge, for which I received a prize as well as an invitation to the Pebble Developer Retreat 2015 in San Francisco. Greeney's Run has been installed more than 4000 times so far.

Pebble App Store: [https://apps.getpebble.com/en\\_US/application/554f9adb4e604b9ed3000071](https://apps.getpebble.com/en_US/application/554f9adb4e604b9ed3000071)

Pebble Blog: <http://developer.getpebble.com/blog/2015/06/18/timeline-challenge-week-seven/>

GitHub: <https://github.com/thomasneff/GreeneyRun>

2011 **Invent a Chip - 3rd Place**, *University of Technology Vienna*, Vienna.

Implementation of a chip used to measure and control power usage inside a household.

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## Languages

German Native

✉ [thomasneff93@gmail.com](mailto:thomasneff93@gmail.com) • [in thomasneff93](#) • [thomasneff93](#)  
[thomasneff](#)

English    Fluent (speaking, reading, writing)

## Skills

Soft Skills    Conflict Management, Group Dynamics

Programming and Scripting    C, C++, C#, Objective C (iOS), MatLAB, CUDA, Python, Java, SQL, Pebble Smartwatch SDK

Machine Learning    Caffe, Tensorflow

Engineering    Image Processing, Signal Processing, Computer Graphics, Computer Vision, Linear Algebra, Calculus, Electrical Engineering, Electronics

Design    Adobe Photoshop

Game Development    Unity

Miscellaneous    MS Office,  $\text{\LaTeX}$ , Audio Engineering

## Interests

Challenge    I love being challenged, and it's what drives me forward and helps me grow in all aspects.

Music    As a guitarist, listening and creating music helps me relax and recover from rougher days.

Video Games    Gaming is a passion for me, as there are so many different concepts to explore and to learn from. I also love developing games myself.

**Company Recruitment team**

January 01, 1984

*Company, Inc.  
123 somestreet  
some city*

Dear Sir or Madam,

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Duis ullamcorper neque sit amet lectus facilisis sed luctus nisl iaculis. Vivamus at neque arcu, sed tempor quam. Curabitur pharetra tincidunt tincidunt. Morbi volutpat feugiat mauris, quis tempor neque vehicula volutpat. Duis tristique justo vel massa fermentum accumsan. Mauris ante elit, feugiat vestibulum tempor eget, eleifend ac ipsum. Donec scelerisque lobortis ipsum eu vestibulum. Pellentesque vel massa at felis accumsan rhoncus.

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Albert Einstein discovered that  $e = mc^2$  in 1905.

$$e = \lim_{n \rightarrow \infty} \left(1 + \frac{1}{n}\right)^n$$

Yours faithfully,

**Thomas Neff**

*Attached: curriculum vitae*

**Thomas Neff**

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