

Marco Weber

Diplom-Informatiker Univ. (cf. M.Sc. Computer Science)

4c Grove Road, NW2 5TB London, UK, mobile: +44 7935975887, email: marco-we@freenet.de, homepage: <http://www.marco-we.de>

Objective

As an experienced software developer with proficient programming skills I am looking for a new challenge. My goal is to find a position as a graphics programmer in the film industry, where I can work innovatively and creatively in an international team and expand my knowledge.

Professional Experience

Imagination Technologies Ltd., Kings Langley

August 2009 - present

Developer Technology

Developing software for the PowerVR SDK, implementing graphical demonstrations, tools and tutorials for developers.

- Implementing optimized post-processing effects and writing whitepaper.
- Research and developing tools for PVRTC texture compression algorithm.
- Technologies: C/C++, OpenGL, OpenGLES, OpenCL, Graphics Algorithms, Image Processing

Ericsson GmbH Prototype Unit, Nuremberg

March 2006 – March 2009

Software Design Engineer developing IMS based multimedia software

Worked as a software developer in the multimedia application development team, designed and implemented IMS based communication services for next generation mobile radio technologies like HSPA Evolution and LTE.

- Proactively designed and implemented function testing framework which improves and accelerates the development process significantly and provides higher quality software for the customer.
- Worked with Java and the Google Android SDK to implement IMS based solutions on a custom-built Android based prototype.
- Technologies: C, Java, IMS, SIP, RTP, MSRP, Voice over IP, Video over IP, COM, UMTS, LTE, Android, Eclipse, ClearCase, Lauterbach TRACE32

Friedrich-Alexander-University Erlangen-Nuremberg

October 2001 - October 2005

Research Assistant at the Department of Pattern Recognition

Implemented image processing and pattern recognition algorithms and tools with command line and GUI driven back ends. Utilised and extended a broad variety of pattern recognition algorithms.

- Extended a semi-automatic camera calibration algorithm, to enhance robustness and make the calibration fully automatic.
- Developed a client-server visualization system of a medical robot to support remote viewing of surgical intervention. This included realtime augmentation of previously captured medical datasets into live endoscopic camera images.
- Designed algorithms to reconstruct surfaces out of raw medical datasets.
- Technologies: C/C++, Perl, OpenGL, Augmented Reality, 3D Tracking Systems, Stereoscopic Displays, Image Processing, Intel IPL/IPP/OpenCV, Trolltech Qt, SGI Open Inventor, Bash Scripting

Siemens AG, Erlangen

October 2000 - October 2001

Student Trainee at the I&S IT Department

- Database maintenance for an enterprise solution web proxy content filtering system.

Technical Experience

- Languages: C/C++, Java, C#, Perl, Python
- Graphics Libraries: OpenGL, OpenGLES, OpenCL, Microsoft Direct X, Intel IPL/IPP/OpenCV, Ogre
- Shading Languages: GLSL, Cg, HLSL, Renderman Shading Language
- Technologies: Trolltech Qt, Open Inventor, Microsoft XNA
- Applications: MS Visual Studio, Eclipse, Vim, Microsoft Office, Open Office
- Content Creation: Autodesk Maya, Autodesk 3ds Max, Gimp
- Revision Control: ClearCase, CVS, Subversion, Git
- Operating Systems: Unix, Linux, Windows NT, 2000, XP

Character References

Dr.-Ing. Florian Vogt
Siemens Healthcare AX
Manager 3D Reconstruction Software Group
tel: +49 9191 186256
email: florian.vogt@siemens.com

Dr.-Ing. Klaus Stuhlmüller
Ericsson JVD GmbH
Project Manager Multimedia VoIP
tel: +49 911 23776 1062
email: klaus.stuhlmuller@stericsson.com

Education

Friedrich-Alexander-University Erlangen-Nuremberg

October 2000 - December 2005

*Student of Computer Science. Received Dipl.-Inf. degree in Computer Science (cf. M.Sc. Computer Science)
Grade 1.4 (A)*

- Diploma thesis in Pattern Recognition on “Augmented-Reality for Stereo-Endoscopic Systems”
(Supervisors: Dr.-Ing. Florian Vogt, Prof. em. Dr.-Ing. Heinrich Niemann)
Grade 1.0 (A)
- Thesis in Computer Graphics on “Procedural Landscape Models based on Cellular Texture Functions”
(Supervisors: Prof. Dr.-Ing. Carsten Dachsbacher, Prof. Dr.-Ing. Marc Stamminger)
Grade 1.3 (A)
- Major fields of study:
 - Computer Graphics
 - Pattern Recognition
 - Operating Systems and Distributed Systems
 - Compiler Construction and Machine Learning
 - Social Psychology as subsidiary subject

Language Skills

- Native Speaker in German
- Fluent written and spoken English
- Knowledge of French

Honours

- My team won the German Microsoft Road Ahead Prize in 1999 (2nd place). The prize was handed over to us by Bill Gates and the former German federal chancellor Gerhard Schröder.
- Won the 2nd prize in a NeHe's OpenGL competition for developing an animated graphics plug-in for Winamp.

Other Work Experience

Sheltered Workshop Boxdorf, Nuremberg

July 1999 - July 2000

Fulfilled the Civilian service as an alternative to the compulsory service in the armed forces. Worked with physically and mentally handicapped employees.

Hobbies and Interests

- Enjoy game and graphics programming
- Play video games (e.g. adventures, platformers, action-adventures)
- Enjoy travelling foreign countries. Travelled throughout Scotland in 2006, went backpacking in Thailand in 2007, went snorkelling on the Maldives in 2008, 4 weeks travelling in the USA in April 2009 and several short trips to London, Paris and Berlin during the last years.
- Play soccer passionately as an active member in the sports club ASC Boxdorf since 1986
- Web master of the website of the soccer team the “Torpedos” (www.torpedos-neunhof.de)
- Love watching films (e.g. fantasy, independent, animated)