Stefan Dachwitz

Software Engineer /
Freelance *Graphics* Engineer

Stefan Dachwitz
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https://stefandachwitz.de

SUMMARY

A senior professional software engineer for technical and scientific applications, with a desire to find really good solutions and an urge for high performance on top of functionality. Self-motivated with experience in delivering applications in diverse areas, as well as being a member of teams sized from large to very small.

SKILLS

English
Fluent

- TypeScript, JavaScript, C++
- 3D Computer Graphics, OpenGL, WebGL, image processing
- NodeJS, MongoDB, git, Windows, Linux and MacOSX
- Scrum, OOD/OOP

EDUCATION

University of Bremen / Diplom Informatiker
(comparable to MSc Computer Science)
10/1089 – 02/1998, Bremen, Germany

WORK EXPERIENCE

Virtual Twins **/ 3D Graphics Developer, part-time**
07/2021 – 06/2023, Berlin/Stralsund (Remote), Germany
Software developer for the indoor navigation system. Using BabylonJS and TypeScript to build a 3D navigation system. Integrate maps, individually modeled 3D buildings and routing services into a web application to navigate buildings and campuses.

Meshcapade GmbH **/ Graphics Software Engineer, Freelancer**
06/2021 – , Berlin/Stralsund (Remote), Germany
Implementing the 3D viewer for the web-frontend (Three.js) of the tool for avatar creation from measurements, images, etc., as well as various software engineering tasks.

ZAUBAR.com **/ Graphics Freelancer**
04/2021 – 05/2021, Berlin, Germany
Supplying visual effects and general support for a virtual gallery web tour (Three.js). WebGL/Three.js/JavaScript

Finoa GmbH **/ Senior Software Engineer**
01/2021 – 03/2021, Berlin, Germany
Member of the blockchain integration team.

HERE Deutschland GmbH **/ Lead Software Engineer**
09/2011 – 12/2020, Berlin, Germany
Development of web-based map rendering solution from prototype to publication as Lead Software Engineer (www.harp.gl) in a team of 5-12 members.

Design, implementation and introduction of an in-house performance tracking system using NodeJS and MongoDB.

Maintenance and performance optimization of core map visualization for embedded/automotive use as a member of a large team.

Modules of a web client for exploration of panoramic city images (like Google StreetView) first in C++ and later using WebGL and TypeScript.

megatel GmbH / Software Architekt
12/2005 – 08/2011, Bremen

Maintenance of a .NET based fleet management application.

Redesign and implementation of new fleet management portal using Google Web Toolkit.

Entrepreneur
10/2004 – 09/2005, Bremen

Development of a geometry simplification solution for use in VR applications and games.

Participation in a coaching program for college entrepreneurs of the city of Bremen.

MeVis / Software Engineer
09/2002 – 09/2004, Bremen

Design and implementation of a high-performance renderer for large medical volume data sets for research and clinical use. Still part of the software *MevisLab* (https://www.mevislab.de/).

Art+Com AG / Sr. Software Engineer
07/2001 – 08/2002, Berlin

Development of modules for interactive multimedia installations.

Implementation of tools for virtual archaeology, esp. terrain rendering.

echtzeit AG / Technical Lead: *e:guide*
04/2000 – 30.6.2001, Berlin

Design and implementation of a web solution for 3D city exploration.

Alias|wavefront / Sr. Software Engineer
09/1998 – 03/2000, Toronto, Canada

Member of the core foundation team of Maya and Design Studio, maintenance and feature implementation.

Design and implementation of the application PortfolioWall, a then-novel application for interactive presentation of graphics and animations on a large touch screen including gesture based user interaction.

MeVis / Lead Developer: *ImgLab*
02/1993 – 09/1999, Bremen

Design and implementation of a UI for SGIs *ImageVision Library* using X/Motif for scientific image processing.

Cooperation with the ImageVision development team at SGI.

Implementation of an alternative image processing library.

Houpert Digital Audio / Software Engineer: *TimeBandit*
07/1991 – 04/1992, Bremen

Implement GUI for digital audio processing application on Macintosh.

Design and implementation of a sound processing library.

CCB (Computer Communication Bremen)/ Software Developer: *XLink*
07/1989 – 05/1991, Bremen

Design and implement parts of a GUI for an MS-DOS communication application.

Implement customer specific solutions using script language.

TEC (Thomas Enkelmann Computer)/ Software Developer
04/1987 – 03/1989, Bremen

Implementation of graphical role playing game on Apple][gs.