

Tobias Eder

Game Engineering and Visual Computing Student

Education

- **Master of Science (Game Engineering and Visual Computing),**
Kempten University of Applied Sciences, 87435 Kempten
since March 2021
- **Bachelor of Science (Computer Science - Game Engineering),**
Kempten University of Applied Sciences, 87435 Kempten
October 2017 - September 2021
- **Abitur**
Gertrud-von-le-Fort Gymnasium, 87561 Oberstdorf
September 2009 - July 2017

Work Experience

- **Programmer, ChargD.,**
85748 Garching
since February 2022
 - Developing backend solutions to lease and rent out private charging stations for electric vehicles on a smartphone
- **Intern, Airbus Defence and Space,**
88090 Immenstaad
September 2019 - January 2020
 - Team for A400M terrain functions
 - Writing shader code for cockpit displays
 - Developing a prototype to calculate terrain data on GPUs

Personal Details

Name Tobias Eder
Birth Date 21.08.1998 in Oberstdorf
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87561 Oberstdorf
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Skills

Programming Languages:
C++, C, C#, Lua, Java, JavaScript
Python

Language Skills:
German Native
English C1
French B1

Additional Skills:

- Vulkan, OpenGL and DirectX Graphics
- GLSL, HLSL
- C++11/14/17/20
- Unreal Engine, Unity3D
- Qt
- LaTeX

Tools:

- Visual Studio
- Git
- CMake
- Blender
- ImGui