



WolperLab

CURRICULUM VITAE



Education


MASTER DEGREE 10/2021 - Present	Otto-Friedrich-University Bamberg, Germany Applied Computer Science
BACHELOR DEGREE 10/2017 - 07/2021	Otto-Friedrich-University Bamberg, Germany Applied Computer Science final grade: 1,4
ABITUR 09/2009 - 06/2017	Gymnasium Höchstadt, Germany final grade: 2,2


Employment


WolperLab 11/2022 - Present	SOFTWARE DEVELOPER freelancer, part-time
Fraunhofer IIS 03/2022 - 09/2022	FULL STACK DEVELOPER research assistant, part-time, medical sensor systems (MSS) <u>Duties included:</u> <ul style="list-style-type: none">development of application in .NET Xamarin/MAUI in C#handling of real-time datavisualize GUI with XAML
Otto-Friedrich-University Bamberg 01/2022 - 02/2022	EDUCATION PLATFORM DESIGNER student, assistant, part-time, chair of media computer science <u>Duties included:</u> <ul style="list-style-type: none">design and record online course for creating 3D objects in Blenderupdate Angular webpage with content
Fraunhofer EZRT 11/2020 - 02/2021	FULL STACK DEVELOPER intern, full time, inovative system design <u>Duties included:</u> <ul style="list-style-type: none">electronics developmentsoftware control of microcontrollersweb & database design in Python Django
Otto-Friedrich-University Bamberg 10/2019 - 01/2020 & 11/2018 - 02/2019	TUTOR student assistant, part-time, chair of media computer science <u>Duties included:</u> <ul style="list-style-type: none">teach exercise coursescorrection of assignments




Pascal Löffler

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Further Education

Fraunhofer IIS
Summerschool
1 week

Course: KI MEETS PHENOTYPING
Topics included:
• non-destructive monitoring
• data collection with a sensor

Udemy Unity Game
Development
35.5 hours

Course: Build 2D & 3D Games
Topics included:
• path finding and camera animations
• sound, particle, physics FX
• C# scripting

Voluntary Work

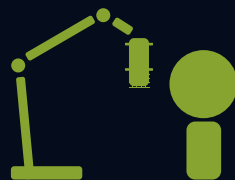
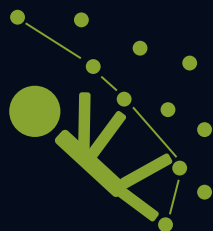
Smart City Bamberg
10/2021 - Present


PROJECT MANAGER
volunteer, part-time
Duties included:
• managing and supporting projects
• networking intern and extern people and groups
• helping to organize project structure and planning


Feki.de
04/2018 - 09/2020


PROJECT MANAGER
member and part of management board, part-time
Duties included:
• managing and supporting projects
• coordination and creation of advertising media / design
• creating intern workshops


Hobbys



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Skills

Python

feature detection
AI algorithms
cipher analysis

Java

parallel processes
design patterns

C / C++

sensor processing
microcontroller coding
e.g. Arduino and ESP32

.NET

MAUI / Xamarin / XAML
Unity C#

3D / Virtual Worlds

Game Development /
Augmented Reality in
Unity
Asset Creation with
Blender

Collaboration

Git Bash, Wiki & Kanban
Jira / Confluence
Excalidraw

Current Projects

MeiEssn - A smart food platform

A smart food platform, planned by volunteers of the Smart City Bamberg program. MeiEssn wants to create a smart food platform that is regional & sustainable, fair & based on solidarity. The platform should also ensure open source software and scalability.

ART - Augmented Reality Time Travel

As part of a student research project the old tram shall once again drive through the city of Bamberg - as a virtual asset. The project uses modern AR technology and common mobile devices like smartphones.