

Frank Zimmer

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Show reel: www.vimeo.com/55638252

Date of Birth: -

Languages: German (mother tongue), English (fluent), French (basics)

Professional Profile

Graduate in the field of Computer Science and Multimedia with strong interest in computer graphics related programming and hard surface modelling.

Skills

- **C++**, **Python**, Java, C, C#
- **Qt**, **PyQt**, **OpenGL**, OpenCL, OpenMP
- Maya API, 3dsMax API, Nuke API, Mental Ray API
- **3dsMax**, **Maya**, Cinema 4D
- **Hard surface modelling**
- **Mental Ray**, Vray
- **Photoshop**, Nuke, Illustrator
- PHP, MySQL, Javascript, HTML, CSS, WebGL, Flash
- Windows, Linux (Fedora, Ubuntu, Tiny Core)

Education

October 2006 - February 2013

Dresden University of Technology

Graduated as Diplom Medieninformatiker (Diploma in Computer Science and Multimedia, equivalent to Master of Science)

Major: Computer Graphics

Minor: Photogrammetry

1998 - 2005

Paulus-Praetorius Gymnasium Bernau (grammar school)

Work History

April 2013 - present

Freelance 3D artist, 3D Infotainment Technologies, Dresden, www.3dit.de

Creating models for real-time showcase (Unity)

September 2010

Freelance 3D artist, AST, Dresden, www.ast.de

Creating animations for fair show cases and print

July - September 2009

Freelance 3D artist, 3D Infotainment Technologies, Dresden, www.3dit.de

Creating stereo animations for the Semicon Europe 2009 fair

May - September 2006

Webpage design and programming, Computer Service Tschacher, Bernau

Minor Internships

team size in []

- Fluid simulation using Smoothed Particle Hydrodynamics (Major Thesis, C++, Qt, OpenGL, OpenCL, OpenMP) [1]
- Rendering of Point Clouds (Minor Thesis, C++, Qt, OpenGL, OpenMP) [1]
- 3D application creation for the Microsoft Surface (C#, XAML, Surface SDK) [2]
- 3D model viewer for an autostereoscopic display (C++, OpenGL) [4]
- Image rectification applet (Java) [2]
- Webpage and database programming for www.informatikstandards.de (PHP, MySQL, Javascript) [7]