NAME	# Simon Moos
CONTACT INFO	simon.moos95@gmail.com	simon-moos.com
NATIONALITY	Swedish (and currently residing in Gothenburg, Sweden)

Education

DATES	2015 – 2020
INSTITUTION	Chalmers University of Technology
PRINCIPAL STUDIES	Computer science & software engineering
BACHELOR'S THESIS	Comparing real-time global illumination techniques for use on the web (WebGL)
MASTERS'S THESIS	Evaluating the use of proxy geometry for real-time ray traced diffuse global illumination on RTX hardware & APIs

Work Experience

DATES	June 2019 – August 2019
POSITION	Graphics programmer (summer internship)
EMPLOYER	RapidImages
RESPONSIBILITIES	– Developing & integrating an automatic mesh instancing system – R&D on the Universal Scene Description (USD) framework – Additional smaller graphics related tasks

DATES	2017, 2018, 2019
POSITION	Teaching assistant (TA) for introductory programming course (2017), and computer graphics course (2018, 2019) at Chalmers University of Technology
RESPONSIBILITIES	Helping students, grading assignments, and correcting exams

DATES	June 2018 – August 2018
POSITION	Graphics programmer (summer internship)
EMPLOYER	Carmenta
RESPONSIBILITIES	R&D on mesh & texture simplification for 3D LiDAR environments. Developed an algorithm for surface parameterisation and mesh simplification with respect to the parameterisation, which doesn't require any human input or parameters

CV – Simon Moos

DATES	February 2016 – August 2016
POSITION	Software developer (part-time freelance work)
EMPLOYER	AddTruly
RESPONSIBILITIES	– Planning and rewriting a small prototype web-widget into a robust, future-proof, and performant program – Helping with other tasks such as tech support, server management (AWS), and web development
DATES	February 2015 – July 2015
POSITION	Software developer (4 months internship + summer internship)
EMPLOYER	RUAG Space, Gothenburg
RESPONSIBILITIES	– R&D on new ways of automating and reviewing tests of hardware and software – Communicating with developers & testers regarding direction and end-goal

Skills & Competences

LANGUAGE SKILLS	– Swedish – native language – English – fluent (CEFR C2)
PROGRAMMING	7+ years of experience programming. I have solid knowledge of modern C++, C, Java, and Swift. I also have experience working with Python, C#, Haskell, JavaScript, and modern web development. Experience with debugging, profiling, and optimizing. Experienced in multithreaded programming. I have made contributions to the open source project PicoGL.js.
COMPUTER GRAPHICS	Strong theoretical knowledge & experience with both offline and real-time rendering. Experience working with Vulkan, modern OpenGL, WebGL, and Metal. Experience with the shading languages GLSL and Metal Shading Language. See my website (simon-moos.com) for a selection of mostly computer graphics related projects I have worked on.
OTHER MERITS	– Together with friends I have made two games in Unity as part of game jams. – Involvement in youth music centre (~2010): I worked at ~10 music events under different roles, such as band coordinator and stage technician. I was also involved in a major organizational restructuring of the centre.