

Lorenz Wieseke

Work Experience

- 11/2016 – today **3DIT GmbH, Dresden**
Software Developer / 3D Artist
- Co-Founder
 - Project management
 - Product development
 - Creation and integration of 3D content
 - Programming, Webdesign
- 07/2015 – 10/2016 **Incedure GmbH, Leipzig**
Software Developer / Web Development
- 3D product configurator
 - interface for Magento Webshop
- 10/2011 – 05/2013 **MAGIX AG, Dresden**
Support
- email and phone support
 - software testing
- 03/2010 – 09/2010 **TU Dresden, Dresden**
Student assistant at Architecture Institute
- automated data acquisition
 - spreadsheet analysis, macro scripting

Education

- 09/2013 – 09/2015 **HTWK Leipzig**
Media Computer Science: Bachelor of Science (Finished 2015)
- 09/2008 – 09/2012 **TU Dresden**
Media Computer Science: Diploma
- 09/2000 – 06/2006 **Secondary School Landsberg**
university-entrance exam

Language Skills

- German (*native speaker*)
English (*fluent, 2 years abroad*)
Hungarian (*very good command*)
Italian (*good command*)
French (*basic communication skills*)
Spanish (*basic communication skills*)

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IT Skills - Programming

Javascript

4 years of work experience

- Node JS, Express, React, Webpack, Websockets, Rest API, ES6, JSON
- Play Canvas, Three JS

C#

3 years of work experience

- Unity 3D
- Vuforia AR Framework

Python

Blender Scripting

- Building comprehensive add-ons
- Procedural mesh- and material recreation
- Automation of repetitive workflows

C++

Motion Capture / Video Tracking

- Open Frameworks, Open CV

Java

Software-Internship 18 Months

- Introduction in software architecture and Design patterns
- Processing

SQL

Databases Advance

- MySQL
- Oracle

IT Skills – Computergraphics

Abilities

Modelling (*excellent Skills*)
Materials (*excellent Skills*)
Particle Systems (*excellent Skills*)

Simulation (*good Skills*)
Rigging / Skinning (*good Skills*)
Compositing (*good Skills*)

Software

Blender, Unity 3D, Rhino, Play Canvas, Three.js, Gimp, Adobe Photoshop

Technologies

GIT, Perforce, WebGL, GLTF