ELIAS FÜRICHT

About Me

Hi! My name is Elias - I am passionate about everything that connects code with 3D.
Currently I am pursuing my MSc in Visual Computing at TU Wien.

Hard Skills

- Programming (C++, GLSL, HLSL, C, TS, C#)
- GPU APIs (OpenGL, CUDA)
- Game Engines (Unity)
- 3D Modeling, Animation & Rendering (Cinema4D & Redshift)

Soft Skills

- Time Management
- Autodidacticism
- Flexibility
- Curiosity
- Empathy

Education

- **MSc Visual Computing**
  Vienna University of Technology
  October 2023 -

- **BSc Media Technology and Design**
  University of Applied Sciences Upper Austria - Campus Hagenberg
  October 2020 - June 2023

Professional Experience

Software Developer | Maxon Computer GmbH
Internship: July 2024 – September 2024
Key responsibilities:
- Development of an interactive tool that uses Cinema4D's simulation system to modify geometry

C++ - Parallel Programming - GPU Architecture - Profiling - XPBD

3D Webdeveloper | pixelart GmbH
Internship: March 2023 – June 2023
Key responsibilities:
- 3D design & development of an interactive webbased mineshaftplan with Three.js & spline.design
- Development of an interactive 3D particlesystem with Three.js and GLSL shaders

TypeScript - Three.js - GLSL - Cinema4D - UX Design

Web Developer | Landesfeuerwehrkommando
Internship: August 2022 – September 2022
Key responsibilities:
- Building a website that displays current fire brigade operations in Lower Austria. Using TypeScript, Angular & Leaflet.js

TypeScript - Angular.js

Projects

OpenGL-Demo: 2023-2024
A real-time OpenGL rendering demo built from scratch in C++, featuring directional and omnidirectional shadow mapping

LiftOff: 2022-2023
A 3D endless-runner mobile game, where you control a rocket to avoid obstacles. Developed in Unity and released on Google Play.

artisVR: 2022
A Unity VR app that lets users furnish rooms easily, using custom or predefined dimensions.

Virtual Gallery: 2021-2022
An interactive experience of the Media Technology & Design program at the University of Applied Sciences Upper Austria. Developed in Unity for VR and desktop, showcasing various course projects.