Florian Bösch

Software Engineer
pyalot@gmail.com, http://codeflow.org, http://www.linkedin.com/in/pyalot

Specialties

Python, Web Development, OpenGL, Databases, Networking

Experience

Senior Software Engineer at Digital World Services and Packet Video

September 2005 – March 2008 (2 years 7 months)

- Team lead Web development
- Python/Web programming
- Legacy software Maintenance
- Design and implementation of the architecture of new music shops
- Requirements Engineering with clients
- Interviewing candidates and training of new hires
- Protocol Design and Implementation for billing/licensing back end

Jr. - Sr. Programmer at Accenture Technology Solutions

July 2003 - August 2005 (2 years 2 months)

- C++ programming build manager for UBS/CS stock trader information system
- Web programmer for Novartis Web Portal proposal
- Data migration and consulting for BAWAG/Austria
- Implementation of SOA Workflow Engine in C++ for UBS

Apprentice at Systor

July 1999 - June 2003 (4 years)

Formal IT Apprenticeship (EFZ/BMS). 2 years C++ programming on the web application UBS Quotes. Network Administration. PC Support

Education

Schule für Gestaltung Basel

July 1998 – June 1999 (1 year), Basic Course, graphics and design

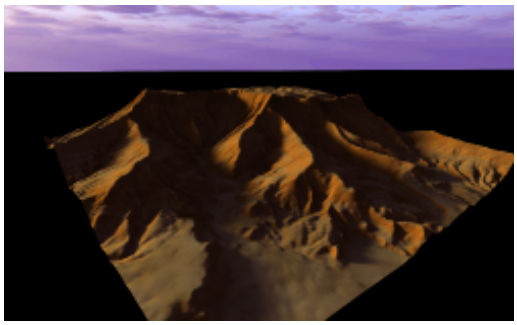
DMS IV Basel (Diploma middle school)

July 1994 – June 1998 (4 years)

Personal Details

Name	Florian Bösch
Date of Birth	03.01.1978
Address	Holbeinstr. 19, Basel, Switzerland
Telephone	0041 (0)79 233 87 72
Nationality	Swiss
Email	pyalot@gmail.com

Open Source Projects

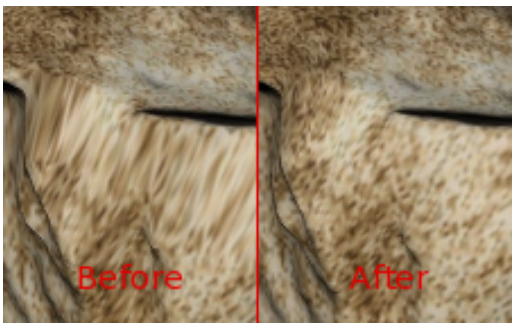


Lumiscape

http://codeflow.org/#lumiscape

Pre-Computation of radiosity lightmaps for terrain meshes using GPU accelerated sampling techniques. Uses GLSL for hemisphere rendering of the scene and collection of incoming light per patch.

Experience with GLSL and Radiosity algorithms, skydome mapping and GIS data handling.



SpringUV

http://codeflow.org/#springuv

Correction of planar UV mapping to minimize texture distortions. Spring forces between adjacent vertices are used as physical constraints. The UV mapping is relaxed according to these constraints.

Gletools

http://codeflow.org/#gletools

Advanced OpenGL functionality made accessible from python (FBOs/Shaders etc.) via context managers. Building complex state full OpenGL code is made easier because contexts push and pop appropriate OpenGL state automatically.

In depth experience with the OpenGL pipeline and hardware accelerated rendering techniques.

For more projects see http://codeflow.org

Works in progress

Ctypes Bullet Physics

A python wrapper for the bullet physics engine, implemented using ctypes.

Fields of the Fallen

Browser board strategy game implemented in JavaScript.

Heliosphere

A descent-like shooter game with rigid body physics (bullet) and UDP-based networking.