

LUKAS PRANTL

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PERSONAL PROFILE

Master's student at the Technischen Universität München specializing in Computer Science: Games Engineering; advanced knowledge in computer graphics, game physics, and simulations; experience in research with focus on real-time simulations, computer graphics, and deep learning

OBJECTIVES

A challenging development/research position with focus on simulation and computer graphics; working on innovative/challenging/diverse projects

WORK AND PROFESSIONAL EXPERIENCE

Research Assistant September 2015 – October 2016
Technische Universität München *Munich, Germany*

- Worked on real-time fluid simulations using optical flow
- Focused on mobile devices afterwards

R&D Hardware Tester August 2011 - September 2012, August 2013 - October 2013
Vacon GmbH *Postal, Italy*

- Test and construction of variable-frequency drive prototypes
- High variety of tests (thermal, electrical, EMC etc.)
- Part of the development team

EDUCATION

M. Sc. in Computer Science: Games Engineering March 2016 – March 2018 (exp.)
Technische Universität München *Munich, Germany*

B. Sc. in Computer Science: Games Engineering October 2012 – March 2016
Technische Universität München *Munich, Germany*

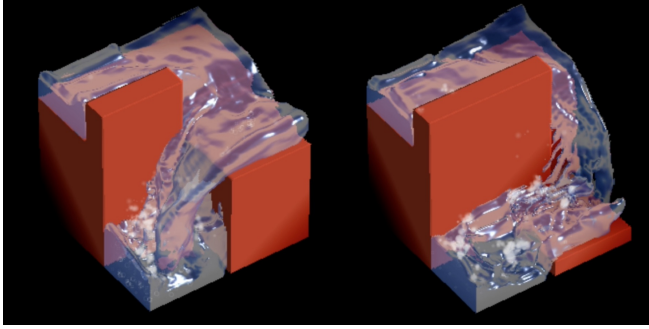
**Higher Education Entrance Qualification (Matura)
in Electronics and Telecommunications** September 2009 – July 2012
Technologische Fachoberschule *Bolzano, Italy*

TECHNICAL STRENGTHS

Computer Languages Java, C/C++, C#, HLSL, DirectX, CUDA C, RenderScript, OpenGL
Tools Git, Unity, Visual Studio, Blender, Android Studio

PROJECTS

Interactive Fluid Simulations on Mobile Devices



- Interactive 3D fluid simulations using optical flow and GPGPU on mobile devices
- Real-time renderer using a raytracing approach
- Refined algorithm using convolutional neural networks
- SIGGRAPH submission: Pre-computed Liquid Spaces with Generative Neural Networks
- <https://drive.google.com/open?id=0B8zEIVwP365-Mm90Z2tUMy1iakk>

Surfing Simulator - IceWave



- River surfing simulator basing on realistic fluid-solid interaction using implicit surfaces
- Implemented from scratch with own engine
- Raytracer combined with rasterization for rendering
- Interactive particle system
- Control with gyroscope of own smartphone controller
- <https://wiki.tum.de/display/gameslab1617/Icwave>,
<https://drive.google.com/open?id=0B8zEIVwP365-T0FwVGtwczR4OFk>

LANGUAGES

German	Native
Italian	Fluent
English	Fluent
Spanish	Basic

HOBBIES

Sports (Skiing, Biking, Wind-surfing, Fitness)
Reading Books
Game Development