



INFO

NAME


Lorenz **JÄGER**

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 @JaegerLo

SKILLS

★ Creator

I have created multiple video games solo and in teams.

★ Leader & Manager

I have supervised students' theses, co-founded GameDevGraz association, and attended seminars on team management and group dynamics.

★ Presenter

I have given talks at multiple conferences and events. Sharing knowledge is important to me.

INTERESTS

★ Mountain biking

Allows me to experience nature, get into the flow and stay in shape.

★ Video Games

I'm interested in the creative expression that they enable.

★ Travelling

I love seeing what this world has to offer.

Lorenz **JÄGER**

SENIOR SOFTWARE ENGINEER

PROFESSIONAL EXPERIENCE

Senior Software Engineer

2021-2022

U-Render, u-render.com

Developing and enhancing a custom real-time 3D Engine, extending and creating plug-in integrations to 3D Software (Cinema4D, Maya, USD). Primarily using C++ & OpenGL.

VR/AR Developer

2019-2021

Golem Digital, golemdigital.com

Developing custom VR/AR solutions for clients mainly in the architectural visualization business. Using Unity3D, Unreal Engine and Houdini to deliver high fidelity VR experiences. Using C#

Unity Developer

2018-present

Freelance, jaegerlorenz.com

Helping companies realize projects in Unity. Both for Desktop and Mobile. Specializing in games and AR applications. Utilizing C#, C++ and Python

University Research Assistant

2014-2018

Technical University of Graz, tugraz.at

Research & Development of novel virtual reality and augmented reality applications. Specializing in image registration & tracking, panoramic imaging, projector based rendering & VR interactions.

EDUCATION

DOCTORAL PROGRAMME (not completed)

2014-2018

Topic: VR/AR in the classroom.

Created multiple image based renderers. Wrote a system for capturing and transmitting environment for remote supervision. Shared VR classroom in collaboration with University of Leoben.

MASTER OF SCIENCE

2012-2014

Computer graphics & vision, team management and business development. MA thesis: Real-Time HDR Panorama Video (with published short paper on ACM MM14)

BACHELOR OF SCIENCE

2006-2012

Subject: Software engineering & business development.

Subjects focused on: software architecture, computer graphics & vision. BA Thesis on recreating real world photo studios in offline renderers.

LANGUAGES

German

Mother tongue

English

C2 - Fluent in spoken and written language

French

A2 - Familiarity with spoken and written language