David Greiner

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Objective

Seeking a challenging career and be part of a progressive organization which will further advance my knowledge through utilizing my skills, dedication, and hard work.

Education

Karlsruhe Institute of Technology, Karlsruhe, Germany   April 2016
    Bachelors of Science, Computer Science/Informatics, Minor in Business Administration

Markgrafen Gymnasium, Karlsruhe, Germany   2012
Lakota East High School, Liberty Township OH   2009/10

Skills

- Proficient in C, C+
- Proficient in HTML, JS, PHP
- Skilled in Objective-C, Swift
- Skilled in Java
- Skilled in Python

- UNIX and Windows Systems
- Xcode
- Microsoft Visual Studio
- Qt
- Machine Learning

- SQL
- Docker
- Version Control (git, svn)
- Multilingual
(English, German and French)

Employment & Experience

TecO / Department of Telematics KIT: Student Research Assistant   October 2015 – Present
Karlsruhe, Germany
- Researcher for the Prosperity4All Project funded by the European Union
- Created system to classify context features using sensor data on smartphones
- Developed Front- and Backend using AngularJS, NodeJS and MySQL running on Docker

Various IT Services: Contracted Programmer   May 2013 – Present
- Developed custom solutions for several clients in PHP and Objective-C
- Administrated several CMS, like Typo3, WordPress, and Drupal

ZG Raiffeisen eG: Internship as System admin (Mac)   June 2012 – July 2012
Karlsruhe, Germany
- Maintained a Mac server network environment for the Marketing Department
- Managed user permission and access to local picture library
- Upgraded shared file storage system to RAID5

TANDEM KOMMUNIKATION GmbH & Co. KG: Web Developer   June 2009
Offenburg, Germany
- One-week career orientation internship
- Lead development in creating new static website using PHP5, HTML, and CSS for French customer
- Reference Letter from the CEO available upon request

ultitech   2006 – Present
- Founder of start-up dedicated to creating cross-platform video games
- Developed in-house cross-platform 3D game engine in C++
- Several video games and graphic demos are published online
- Now leading team of four in creating games using Unreal Engine 4

Publications & Activities

"Detecting Handedness on Mobile Websites by Analyzing Sensor and Touch Data"   September 2015
    Bachelor Thesis, Advisor Anja Bachmann
"Post-Processing Effects"   May 2014
    Paper, Advisor Max-Gerd Retzlaff