Daniel Kortemeyer

Portfolio: danielkortemeyer.com

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Education

University of Michigan College of Engineering | *Ann Arbor, Michigan (09/2017 - 05/2020)*
Bachelor's Computer Science
Summa Cum Laude (3.891 GPA)

Technical Experience

Research Assistant: University of Michigan NeuRRo Lab | *Ann Arbor, Michigan (03/2018 - Present)*
Developing NeuRRoVR: Virtual reality full-body tracking for stroke rehabilitation therapy (Unity, SteamVR, Leap Motion)
Developing NeuRRoNav: Targeting of non-invasive brain stimulation (TMS) therapy (Unity, OptiTrack Motive)

Intern: MAGNA Telemotive "Advance Development" Division | *Munich, Germany (05/2019 - 08/2019)*
Virtual reality Agile development using Unity and Unreal
Performed requirements elicitation and presented to external clients

Unity Developer Intern: DMAI Inc. | *Los Angeles, California (05/2018 - 08/2018)*
Small-team Agile mobile game development using Unity
Used multithreading, computer vision, text to speech, speech to text, and server interfaces in Unity

Published Games

Infinity Fall - Steam: https://store.steampowered.com/app/688720/Infinity_Fall/
Virtual reality (HTC Vive) Zero-Gravity Adventure

CAGE - Steam: https://store.steampowered.com/app/552140/CAGE/
Multiplayer LAN Arena Shooter

Skills/Qualifications

C++, C#, and Python
Small-team Software Development (Agile, JIRA, Git)
Unity Game Engine
- SteamVR
- Leap Motion
- Networking (UNet)

Unreal Game Engine
Web Dev
- HTML/CSS/JS
- React
- SQLite
- Flask/Jinja
- AWS EC2

GPU programming (CUDA and HLSL Compute Shaders)
Multithreading (C# Threading and C++ OpenMP)
English native speaker, fluent in German (German/US Dual Citizen)

Other Experience

Work-Study Job: University of Michigan Walgreen Scene Shop | *Ann Arbor, Michigan (09/2017 - 11/2018)*