

JONAS SCHEER

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Tholey (Citizenship: German)
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SUMMARY

Versatile Software Engineer with an extensive knowledge in various programming languages. Well versed in building products from scratch and focused on delivering projects on budget and schedule. My broad skill set reaches from building user interfaces using Flutter, over designing high performance cross-platform c++ systems as well as using Docker to manage their build & deployment cycles. R&D related tasks I prototype in Python or Matlab always having testability in mind. I organize my work using agile methods like scrum and put a high emphasis on documenting my work.

EDUCATION

MSc, Computer Science

University of Saarland & MPII
Apr 2014 — Oct 2016

Thesis: A Learning Based Approach
for Visual SLAM

BSc, Computer Science

University of Saarland & DFKI
Oct 2008 — Mar 2014

Thesis: Toolkit for Augmenting
Arbitrary Surfaces using Mobile
Projection and Depth Camera

SKILLS

- ❖ Software Engineering
- ❖ Computer Vision
- ❖ Computer Graphics

- ❖ C++ (c++20 / TMP) advanced 7 years
- ❖ CMake intermediate 4 years
- ❖ Java / Kotlin intermediate 3 years
- ❖ Flutter basics 2 years

- ❖ Android
- ❖ OpenCV
- ❖ OpenGL
- ❖ Python
- ❖ Matlab
- ❖ Unit Tests / OOP

- ❖ Docker / Kubernetes
- ❖ Git
- ❖ CI / CD
- ❖ Unix / Shell
- ❖ Linux / Win / OSX

LANGUAGES

- German: Native
- English: Fluent
- Chinese: Basics

PROFESSIONAL EXPERIENCE

Senior Software Engineer

Luxemburg — Mar 2023 — Present

ARSpectra

- Lead dev. Computer Vision SDK (Cross Platform Android & C++ & AOSP)
- Supervise Development e.g. Enforce Reviews, Core Guidelines, Style Guide
- Setup CI Pipeline & Test Framework (Bitbucket, Catch2)
- Evaluate Image Quality of Cameras
- Manage Scrum backlog

Software Engineer

Tholey (Germany) — Mar 2022 — Mar 2023

Self Employed

- Published Flutter Plugin: flutter_opengl_view
- Porting libgphoto2 to CMake
- Build SLAM based Capturing App from scratch (see YouTube)

Development Engineer

Munich (Germany) — Sep 2017 — Feb 2022

ARRI

- Imaging Algorithms & Pipeline (Matlab)
- SLAM & Photogrammetry (C++)
- Color Calibration Application (Java, C++)
- Camera Calibration (C++, Matlab)
- Various Research Collaborations: Fraunhofer IIS & HHI, FAU & TUM

Research Assistant

Saarbrücken (Germany) — Jun 2016 — Jun 2017

Intel Visual Computing Institute

- Developing RGB+D Streaming Application for Virtual Reality (C++, C#, Unity)
- Working on Multi-View Reconstruction using Intel RealSense cameras

Working Student

Saarbrücken (Germany) — Jun 2014 — Dec 2015

Intel

- Multi-Camera Calibration (Python, C++)
- Feature Detection & Matching
- Training Random Forest classifier for SLAM/SfM

PUBLICATIONS

GCPR — 2016

J. Scheer, M. Fritz, O. Grau — Learning to Select Long Track Features for Structure-From-Motion & Visual SLAM

3DTV-Con — 2017

J. Scheer, C. F. Quemada, O. Grau — A Client-Server Architecture for Real-time View-Dependent Streaming of Free-Viewpoint Video