

CONTACT

Neckarstraße 4
64283 Darmstadt

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luisscholl.de

github.com/luisscholl

linkedin.com/in/luisscholl

SKILLS

Frontend

React · TypeScript · JavaScript · Next.js
Angular · CSS/HTML · Three.js

Backend

FastAPI · Python · Spring · Node.js

Databases & Authentication

SQLite · MariaDB · MongoDB · OIDC
OAuth · Keycloak · Active Directory

Infrastructure

Linux · Docker · nginx

Computer Graphics

C++ · CUDA · OpenGL · Emscripten
RenderDoc

Other

Agentic Coding · Godot · Java · Kotlin
C

LANGUAGES

German	Native
Japanese	Upper beginner
English	Full professional proficiency

INTERESTS

Bouldering · Cycling (MTB)
Reading · Playing music

CURRICULUM VITAE

Luis Scholl

B.Sc. Computer Science (2018)
M.Sc. Computer Science (expected 11/2026)

Professional Experience

SINCE JUNE 2023

Research Assistant

Fraunhofer Institute for Computer Graphics Research IGD, Darmstadt

- Developed the backend and frontend of the UDD system with FastAPI, MariaDB, and SQLite, including authentication via Keycloak and Active Directory
- Developed a cross-platform 3D viewer with C++ and OpenGL, compiled for the web using Emscripten and paired with a Preact interface
- Built a reusable UI component library as an extension of Mantine

JUNE 2023
- NOVEMBER 2018

Working Student

Software AG, Darmstadt

- Architected, managed, and implemented the Education Community with Angular, Spring, Keycloak, and webMethods
- Established the IoT Education Package as a standalone product offering within the globally oriented Education Community
- Designed and implemented interactive Angular learning applications, including a virtual robot rendered in 3D with Three.js
- Produced technical documentation and training materials and provided international support verbally and in writing
- Created prototypes for trade fairs and video productions using Raspberry Pi and Python
- Developed and documented an Arduino library for connecting to the Cumulocity IoT cloud



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Education

EXPECTED NOV 2026 - JULY 2023

M.Sc. Computer Science

Technische Universität Darmstadt

- Master's thesis at Fraunhofer IGD: "Evaluation of Compression Using Multidimensional Separable Discrete Wavelet Transform for Rendering in the Context of Optical Material Behavior Acquisition of Entire Objects"
- Designed and implemented a novel method of locomotion and interaction in virtual reality using Godot

JULY 2023 - OCTOBER 2018

B.Sc. Computer Science

Technische Universität Darmstadt

- Led and implemented BeatFork, a web-based exergame using React, Three.js, Express.js, and MongoDB
- Visualized selected algorithms for solving maximum-flow problems using TypeScript, React, and D3.js
- Led and implemented an Electron application for interactive anomaly detection in large time series with support for all pandas data sources

MARCH 2016 - OCTOBER 2015

Early University Studies

Technische Universität Darmstadt

- At age 14, I was admitted to a gifted education program at TU Darmstadt. For one semester, I attended computer science classes twice a week and successfully completed an exam, independently catching up on the school lessons I missed during this time.

2018 - 2011

German University Entrance Qualification (Abitur)

Georg-August-Zinn-Schule, Reichelsheim (Odw.)

- Developed a 2D platformer in JavaScript with a custom renderer and physics engine, using Inkscape as the level editor
- Completed the Abitur with a GPA of 1.3 after only 11 years of schooling, having skipped a grade through my school's gifted education program based on my academic performance in lower secondary school
- Received various special awards throughout my school years, including the STEM Award for the Abitur examinations and an award from the Rotary Club