

## Kontakt

saphires@gmx.at

[www.linkedin.com/in/philgosch](http://www.linkedin.com/in/philgosch)  
(LinkedIn)

## Top-Kenntnisse

3D

3D Modeling

Unity3D

## Languages

Deutsch (Native or Bilingual)

Englisch (Full Professional)

# Phil Gosch

Lead Developer | Project Lead | Technical Artist | Consultant  
Judendorf, Steiermark, Österreich

## Zusammenfassung

I'm Phil Gosch, a Lead Software Developer & Technical Artist from Graz, Austria.

Currently I specialize in Computergraphics /Game Development with a healthy interest in new media like Augmented and Virtual Reality (AR/VR) and AI/ML. My main areas are in software engineering, game development and tool development as well as next-gen realtime visualization, illustration and animation.

Nearly all of my free time is spent programming on side projects, creating technical artworks or learning new techniques/software. I'm also an active contributor to the local tech scene and organize events, gamejams or conferences in our area, most notably the GameDev Days Graz.

My portfolio/blog can be found at <http://www.saphirestudio.at/>

I'm always interested in connecting with likeminded people for knowledge expansion/transfer, business opportunities or a friendly chat. Don't hesitate to contact or connect with me! :)

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## Berufserfahrung

### Reactive Reality

Core Algorithm Developer

Mai 2020 - Present (3 Jahre 3 Monate)

Graz

Main graphics programmer/rendering guy working on the custom C++ cross-platform rendering engine SDK. Responsibilities ranging from low level graphics API backend development (Vulkan, OpenGL, Diligent ect.) to high level photo realistic rendering tasks like implementing physically based shading/lighting/shadows systems, renderengine architecture or development of proprietary image-based rendering techniques.

Also working on user-facing tools (C++/Qt/Python) for creating and editing 2D/3D content as well as scalable pipeline optimisation and integrations, custom plugins for established applications (Blender/Clo3D/Unreal/...) as well as ways to generate synthetic training data for AI/ML.

General responsibilities description:

- \* Design of new algorithms to solve challenging problems in various fields like image processing, 3D reconstruction, photorealistic rendering and geometry processing
- \* Improvement of robustness and scalability of our algorithms
- \* Development of end-to-end solutions from scalable content generation to realistic visualisation in AR and VR

### SaphireStudio.at

Technical/3D Artist - Software Engineer - Consulting&Training  
August 2010 - Present (13 Jahre)

Graz

While working with 3D since 2006 I made the move to professional freelancer in 2010.

Specializing in Computergraphics /Game Development (Unreal/Unity/custom tech) with a healthy interest in new media like Augmented and Virtual Reality (AR/VR) and AI/ML. My main areas are in software engineering, game development and tool development as well as next-gen realtime visualization, illustration and animation.

Having successfully worked with clients in all of central europe, ranging from commercial products to academic research in areas ranging from 3D visualization to XR application development.

### Sketchfab

Sketchfab Master

Februar 2016 - Present (7 Jahre 6 Monate)

I'm part of the Sketchfab Masters program, which is a collection of selected artists and community influencers which engage with the community in a number of different ways: by contributing awesome art, writing Art Spotlights and tutorials and articles for our blog, helping other users with tips and feedback and being a voice in Sketchfab Product Development.

More infos about the Masters can be found here: <https://forum.sketchfab.com/t/introducing-the-sketchfab-masters/>

## CodeFlügel GmbH

3 Jahre 10 Monate

### Senior Developer Project Lead

Oktober 2018 - Juni 2020 (1 Jahr 9 Monate)

Senior Software Developer & Project Lead. Software development and engineering, Project management, C# development, C/C++/Python development, Unity/Unreal Development, Unity/Unreal technical direction/art, Augmented/Virtual Reality design and development, Art direction, UI/UX design, Game Design, 3D modeling/texturing/animation, 3d model optimization, tool and pipeline development, Gamification, agile, SCRUM, company representative to clients, dealing with external agencies or freelancers

### Project Lead & Software Engineer

Januar 2017 - Oktober 2018 (1 Jahr 10 Monate)

Graz, Austria

Technical Artist. Software development and engineering, AR/VR, Project management, C# development, Unity Development, Unity technical direction/art, Augmented/Virtual Reality design and development, UI/UX design, Game Design, 3D modeling/texturing/animation, 3d model optimization, Gamification, tool development, agile, SCRUM, project lead, company representative to clients

### Software Developer

September 2016 - Januar 2017 (5 Monate)

Graz

Software development, Unity/C# development, Unity technical direction/art, Augmented/Virtual reality, UI/UX design, 3D art, 3d model optimization, Gamification

## Graz University of Technology

Study assistant, GameDesign & Development (I & II) courses

September 2015 - Juni 2020 (4 Jahre 10 Monate)

Graz, Austria

help with course preparations, project assistance, holding gameart/technical direction/asset pipeline focused lectures

# Ausbildung

HTL BULME Graz-Göding

Reife- und Diplomprüfung · (September 2003 - Juni 2008)

Technische Universität Graz