Lukas Tönne

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Experience

2013-14 Freelance Software Developer - Blender
Python API development for node systems
Physics and particle simulation features

2014-15 Software Developer - Blender Institute
Film production pipeline development
Hair dynamics simulation
Caching system

2017-2022 Software Engineer - Microsoft / Havok
Havok SDK support for Hololens
Mixed Reality Toolkit in Unity and Unreal game engines
Microsoft Mesh platform integration and performance

Education

2002-10 RWTH Aachen University
Coursework in Physics and Computer Science

Languages

German (native)
English (professional)