



Wendelin Muth

PERSONAL INFO

01

Full Name

 Wendelin Muth, B.Sc.

Birthday

 02.05.2002, Vienna

CONTACTS

02

GitHub

 github.com/Qendolin

Portfolio & Project Showcase

 www.webindex.page

E-Mail

 wendelin.muth@gmail.com

LinkedIn

 linkedin.com/in/wendelin-muth

Mobile

 [REDACTED]

Location

 Vienna, Austria

LANGUAGES

03

German

Native

English

C1

EXPERIENCE

04

10/2021 - 01/2022, Vienna

Austrian Armed Forces

Developing various tools using Go, Java, C#, Python and VueJS to aid the central documentation department.

09/2020 - 07/2021, Vienna

S&T

Developed an enterprise service bus using Apache Camel, Angular & NestJS. Initially for my HTL diploma thesis, then as a part-time employee for four months.

08/2020 - 09/2020, Vienna

S&T

Migrating docker swarms to Kubernetes clusters.

07/2019 - 08/2019, Vienna

SIGNON

Expanding an Angular & .NET based admin dashboard.

EDUCATION

05

09/2022 - 04/2026

TU Vienna

B.Sc. Informatics (Visual Computing)

Thesis: "[Real-Time Volumetric Rendering of Meteorological Data](#)"

Graduated with Distinction

09/2016 - 07/2021

HTL Spengergasse

Higher Technical College, EQF Level 5
Information Technology branch

Graduated with Distinction

PROJECTS

06

City Lights

A Vulkan rendering demo featuring GPU-driven rendering, Forward+ tiled shading, cascaded shadow maps, and clustered volumetric fog for 1,000+ dynamic lights.

Tech: C++, Vulkan

Ascent

Built a full 3D game on a custom OpenGL engine with SSAO, bloom, physics, and a Blender export pipeline.

Tech: C++, OpenGL, Python

Foundational Vulkan Engine

A self-directed project to learn the Vulkan API by building the core components of a modern, from-scratch rendering engine.

Tech: C++, Vulkan

SKILLS

07

Code

Go C++ Java
TypeScript Python

Graphics & Compute

Vulkan OpenGL
WebGPU OpenCL

Tools

Docker & Compose
RenderDoc Nsight
Git CMake

Web

Svelte Angular Vue
Spring