






Wilhelm Gerner

CV

Personal details

-  Rösratherstr. 55
53797 Lohmar
-  Deutschland
-  +49 17662263136
-  wilhelmxr@gerner.email
-  03/20/1996 in Köln

Skills

Unity 3D
C#
Virtual Reality
Augmented Reality
Blender 3D
3D-Animation
Rigging
XR
Bodytracking
Project Management

About me

With a background in Mixed Reality and User Experience, I have developed VR applications and 3D models using Unity3D and Blender. My expertise includes XR development, VR interface creation, complemented by a Master's in Digital Reality and a Bachelor's in Virtual Realities.

Educational background

HAW Hamburg

2020 - 2024
Master of Science (M.Sc.)
Digital Reality

SRH Hochschule Heidelberg

2017 - 2020
Bachelor of Science (B.Sc.)
Virtuelle Realitäten

Professional experience

Center for Maritime Logistics and Services CML

2022 - 2024
Student Assistant at Fraunhofer-Center

- Responsibilities include Unity3D development
- XR development (including Varjo XR3, Quest 2, HTC Vive, HoloLens)
- VR interface development for Boston Dynamics' SPOT robot
- Gesture recognition
- Animation and VFX creation

Airbus Defence and Space Friedrichshafen

2019 - 2019
6-Month Internship

- Developed and implemented a VR application for Microsoft HoloLens and the Lenovo Explorer VR headset in Unity (.NET).
- Creation of 3D models with Blender