

# Ao Gao

<https://aogao-kedoka.github.io>

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GitHub: <https://github.com/AoGao-Kedoka>

## EDUCATION

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- **Technial University of Munich** Munich, Germany  
*Field: "Master Informatics: Games Engineering"* Jul. 2023 - Present
- **Technial University of Munich** Munich, Germany  
*Field: "Bachelor Informatics: Games Engineering"* Oct. 2019 - Jul. 2023
- **Ecolea International School Schwerin** Schwerin, Germany  
*German Abitur* Sep. 2016 - Apr. 2019

## WORKING STUDENT EXPERIENCE

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- **BSH Home Appliances Group** Munich, Germany  
*VR/MR Developer* Nov. 2022 - Present
  - **XR:** Building XR Project for Meta Quest 2
- **Software Factory GmbH** Munich, Germany  
*C/C++ Developer* Jul. 2022 - Oct. 2022
  - **PTC Creo TOOLKIT:** C/C++ development with PTC Creo Toolkit
  - **Integration:** Integrating multiple C++ frameworks e.g. SAP RFC into Creo Extension
- **Technical University of Munich** Munich, Germany  
*Backend Developer* Oct. 2021 - Jul. 2022
  - **Django:** Developing web-application using the Django Framework. Handling user input and form validation using Django Forms.
- **Technical University of Munich** Munich, Germany  
*IT Helpdesk* Oct. 2020 - Apr. 2022

## VOLUNTEERING

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- **CSSA (Chinese Students and Scholars Association in Munich)** Munich, Germany  
*Project Leader and Maintainer for CSSA Website* Oct. 2021 - Apr. 2023
  - **ReactJS:** Build website with mainly ReactJS
  - **Maintainer:** Conduct design and code reviews

## XR PROJECTS

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- **Bachelor Thesis:** An Augmented Reality based interactive humanoid Robot teleoperation system in medical care. An Unity Project for HMD usage made with **MRTK2**. Tested on Magic Leap 1
- **Museum Vandals:** A VR museum learning application where you can express yourself with graffiti with HMD. Main focus point: **Unity Shaders** in stereo rendering.
- **ReviewAR:** An Android AR app overlaying business reviewing information in the AR scene for Google's hackathon. Build with latest **Geospatial API** from **ARFoundation Extension**
- **AR-Alchemy:** An AR adaption based on little alchemy concentrates on Mixed Reality. Written in **Unity** and **ARFoundation**
- **More projects:** <https://aogao-kedoka.github.io>

## PROGRAMMING SKILLS

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- **Languages:** C++, C, C#, Java, Python
- **Frameworks:** **XR:** MRTK, XR Interaction Toolkit, OpenXR; **Rendering:** OpenCV, OpenGL, GLSL; **Others:** Django, ReactJS