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Publications

Research Interests

Algorithms and Data Structures, Computer Graphics, Walkthrough Systems, Real-Time Systems, Ad-Hoc Networks

Teaching

- Lecture: Fundamentals of Programming for MB / Data Processing, Winter Term 2016/17

- Lecture: Fundamentals of Programming for Engineers 2, Winter Term 2016/17

- Lecture: Algorithms for Highly Complex Virtual Scenes, Winter Term 2016/17

- Project Group: Ad hoc Networks with Smartphones for Disasters Management Support (ANDI), Winter Term 2016/17

- Lecture: Computational Geometry, Summer Term 2016

- Proseminar: Computational Geometry, Summer Term 2016

- Lecture: Fundamentals of Programming for MB / Data Processing, Winter Term 2015/16

- Lecture: Fundamentals of Programming for Engineers II, Winter Term 2015/16

- Lecture: Algorithms for Highly Complex Virtual Scenes, Winter Term 2015/16

- Proseminar: Computational Geometry, Winter Term 2015/16

- Lecture: Computational Geometry, Summer Term 2015

- Proseminar: Computational Geometry, Summer Term 2015

- Lecture: Fundamentals of Programming for MB / Data Processing, Winter Term 2014/15

- Lecture: Fundamentals of Programming for Engineers II, Winter Term 2014/15

- Lecture: Algorithms for Highly Complex Virtual Scenes, Winter Term 2014/15

- Lecture: Computational Geometry, Summer Term 2014

- Proseminar: Computational Geometry, Summer Term 2014

- Lecture Fundamentals of Programming for MB/Data Processing, Winter Term 2013/14

- Lecture Fundamentals of Programming for Engineers II, Winter Term 2013/14

- Lecture Computational Geometry, Summer Term 2013

- Project Group Algorithms for 3D Rendering using Cloud Computing, Winter Term 2012/13

- Lecture Fundamentals of Programming for MB, Winter Term 2012/13

- Proseminar Computational Geometry, Winter Term 2012/13

- Lecture Algorithms for Highly Complex Virtual Scenes, Summer Term 2012

- Project Group Algorithms for 3D Rendering using Cloud Computing, Summer Term 2012

- Lecture Computer Engineering for Engineers, Winter Term 2011/12

- Proseminar Computational Geometry, Winter Term 2011/12

- Lecture Algorithms for Computer Garphics, Summer Term 2011

- Proseminar Methods of Computational Geometry, Summer Term 2011

- Lecture Computer Engineering for Engineers, Winter Term 2010/11

- Proseminar Computational Geometry, Winter Term 2010/11

- Lecture Algorithms for Computer Garphics, Summer Term 2010

- Project Group PeerGame: Development of a Peer-to-Peer Based Multiplayer Realtime Strategy Game, Winter Term 2009/10, Summer Term 2010

- Proseminar Computational Geometry, Winter Term 2009/10

- Project Group Composition and Execution of a Modularized Rendering and Simulation System using the Example of a Skateboard Factory, Winter Term 2009/10

- Lecture Algorithms for Computer Garphics, Summer Term 2009

- Project Group Clever Swarms, Winter Term 2008/09, Summer Term 2009

- Lecture Introduction to Web based Languages , Winter Term 2008/09

- Proseminar Computational Geometry, Winter Term 2008/09

- Lecture Algorithms for Computer Garphics, Summer Term 2008

- Lecture Introduction to Web based Languages, Winter Term 2007/2008

- Lecture Introduction to Computation, Complexity, and Formal Languages, Winter Term 2007/2008

- Project Group 3D Rendering and Modelling of Simulation Controlled Manufacturing Systems, Winter Term 2007/2008

- Lecture Algorithms for Computer Garphics, Summer Term 2007

- Seminar Randomized Algorithms, Summer Term 2007

- Lecture Randomized Computational Geometry, Winter Term 2006/2007

- Seminar Distributed Algorithms, Winter Term 2006/2007

- Seminar and Proseminar Gems of Theoretical Computer Science, Winter Term 2006/2007

- Project Group Smart Teams: Local, Distributed Strategies for Self-Organizing Robotic Exploration Teams, Winter Term 2006/2007

- Proseminar Parallel Algorithms on Networks, Summer Term 2006

- Proseminar Parallel Algorithms, Summer Term 2006

- Lecture Algorithms for Computer Garphics, Summer Term 2006

- Seminar »Rendering Algorithms of Computer Graphics«, Winter Term 05/06

- Project Group »Parallel Rendering and Simulation of Complex Production Environments«, Summer Term 05 , Winter Term 05/06

- Project Group »Paths and Movement in Virtual-Production Environments«, Summer term 04, Winter Term 04/05

- Lecture Introduction to Algorithms and Complexity, Summer Term 04

- Lecture Introduction to Computation and Formal Languages, Winter Term 03/04

- Seminar Gems of Theoretical Computer Science, Winter Term 02/03

- Lecture Foundations of Computer Architectures, Winter Term 00/01

- Lecture Concepts and Methods of System Software, Summer Term 99

- Project Group Realtime Data Structures for Walkthrough Animations, Summer Term 98, Winter Term 98/99

- Lecture Operating Systems, Winter Term 97/98

- Lecture Technical Computer Science, Winter Term 96/97

- Lecture Algorithms and Data Structures, Winter Term 95/96