

CURRICULUM VITAE

PERSONAL PROFILE

Name: Sebastian Pauli
Birthday: October 10, 1987
Nationality: German
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Germany
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- **Geoinformatics professional** with advanced knowledge in **geodata processing, web mapping technologies, relational databases** and **computer graphics**
- Independent developer with in-depth knowledge in **application programming** and **web design**
- Graphics artist with extensive skills in **3D modelling** (architectural / landscape models, object modelling) and **2D image design** (vector drawing, raster image processing)

EXPERIENCE

- **Freelance software developer** specialized in GIS and application development
Schweich, Germany (July 2014 to present)
- **Geospatial data analyst** with an emphasis on visualization and cartography
a+a, Luxembourg City, Luxembourg (August 2012 to July 2016)
- Internship in spatial planning, City Planning Office, Trier, Germany (May 2012 to July 2012)
- Data management assistant, Municipal Utilities, Trier, Germany (June 2007 to July 2009)
- Internship in architecture, Wegener Architects, Schweich, Germany (February 2004)

EDUCATION

- **Master of Science Applied Geoinformatics**
University of Trier, Germany (October 2013 to July 2016)
- **Advanced Education in Urban Planning**
University of Luxembourg, Luxembourg (October 2012 to August 2013)
- **Bachelor of Science Spatial Planning**
Technical University of Kaiserslautern, Germany (October 2008 to April 2012)

SKILLS

Language: German (native), English (fluent), French (basic)
Programming: Java, Python, C++, Basic, JavaScript, SQL, PHP, HTML, CSS
Tools: QGIS, ArcGIS, Inkscape, GIMP, Photoshop, SketchUp, Blender, MeshLab

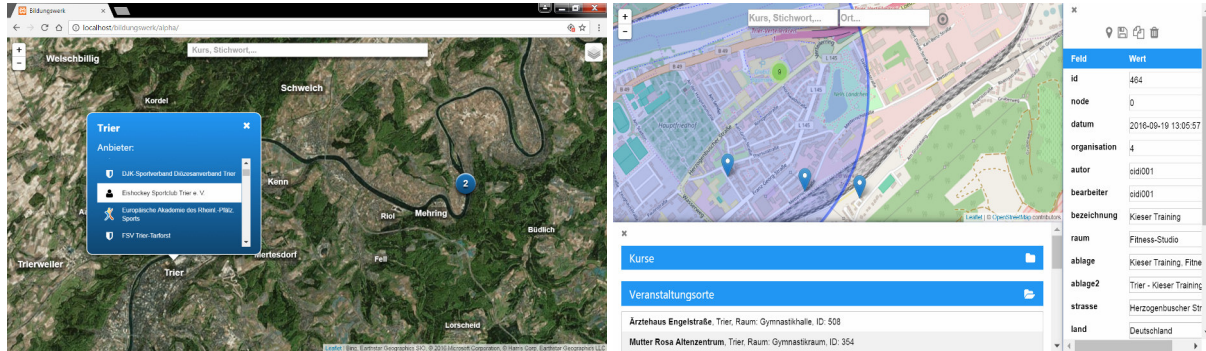
ACTIVITIES

Hobbies: Skateboarding, Snowboarding, Hiking, Videogames, Drawing, Cooking

WORK & RESEARCH FOCUS

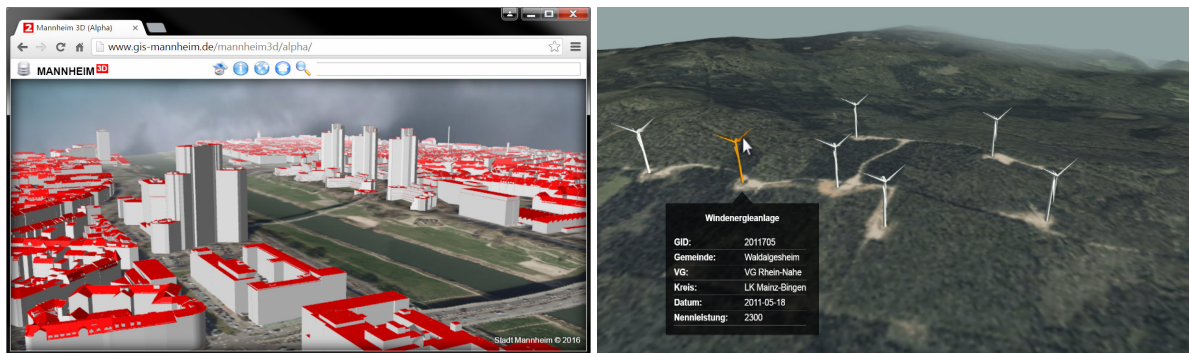
WEB MAPPING

- Creation of dynamic web mapping applications and geo-portals
- Key technologies: HTML5, JavaScript, Leaflet, OpenLayers, WMS, TMS, WFS, PHP, PostGIS



3D VISUALIZATION

- Implementation of visualization applications for large-scale 3D geodata
- Masters Thesis: Web-Visualization of City-Scale 3D Geodata
- Key technologies: HTML5, WebGL, JavaScript, Three.js, REST, Python, PostGIS, pgpointcloud



OTHER

- Geoprocessing Tools Programming: Raster and Vector Data Processing, Desktop GIS Plugins for QGIS and ArcGIS, Command-Line Tools Development and Scripting
- App Development: Stand-Alone Applications for Desktop and Mobile Systems

