

Curriculum Vitae

Personal information

First name / Surname	Christian Kehl
Address	Breestraat 33-2, 2611RE Delft, Netherlands Rosenberg 6c, 19071 Brüsewitz, Germany
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E-mail	c.kehl@tudelft.nl christian-kehl@web.de
Nationality	German
Date of birth	6 th Dec 1986
Gender	Male

Education and Training

[Annotation of the grading system: 1.0 (summa cum laude) to 5.0 (not passed)]

Dates	2003-2006
Specialisation	Technical School - Data Processing Technology
Name and type of organisation providing education and training	Vocational School of Technology of the State Capital Schwerin Gadebuscher Straße 153 D-19057 Schwerin
Level in national or international classification	A-Level
Final Grade	2.0
Dates	2006-2010
Principal subjects/occupational skills covered	Multimedia Engineering
Name and type of organisation providing education and training	University of Applied Science Technology, Business and Design Wismar Postbox 1210 D-23952 Wismar
Level in national or international classification	Bachelor of Engineering
Thesis topic	Research on Optimization of graphical Data Processing Systems in Multi-GPU Environments
Final Grade	1.5
Dates	2010-2012
Principal subjects/occupational skills covered	Multimedia Engineering
Name and type of organisation providing education and training	University of Applied Science Technology, Business and Design Wismar Postbox 1210 D-23952 Wismar
Level in national or international classification	Master of Engineering
Thesis topic	Conformal multi-material mesh generation from labelled medical volumes
Final Grade	1.2 (cum laude) [Thesis: 9 out of 10 points, Dutch grading system]

Internship and Exchanges

Dates	September 2011 – March 2012
purpose	Master Thesis project

University and Department | Delft University of Technology / Netherlands
 Computer Graphics and Visualization Group
 Department of Intelligent Systems
 Faculty of Electrical Engineering, Mathematics and Computer Science
 Postbox 5031, 2600 GA Delft, The Netherlands

Dates | March 2011 – July 2011

purpose | Foreign Exchange Semester

University and Department | Aalborg University / Denmark
 Department of Electronic Systems
 Course "Vision, Graphics and Interactive Systems"

Dates | March 2009 – August 2009

employment description | Internship as Web Developer

Company | M2Mobi
 Herengracht 258-266
 NL-1016 BV Amsterdam

Skills

Language Skills

Mother tongue | German

Other languages

English

Dutch

French

<i>Understanding</i>				<i>Speaking</i>				<i>Writing</i>	
Listening		Reading		Spoken interaction		Spoken production			
C2	Proficient user	C2	Proficient user	C2	Proficient user	C2	Proficient user	C2	Proficient user
C1	Independent user	C2	Proficient user	C2	Proficient user	C2	Proficient user	C1	Independent user
A2	Elementary	B1	Intermediate	A2	Elementary	A2	Elementary	B1	Intermediate

[Assessment according to "Common European Framework of Reference for Languages"]

References available upon request.

Programming Skills

Programming Language/API* | *Level of Experience

C/C++	Professional (3+ years)
CUDA	Intermediate
OpenCL	Professional (3 years)
OpenGL	Professional (3+ years)
Python	Professional
Java, Fortran	Introductory

Experience

Work Experience

<i>Year</i>	<i>Period</i>	<i>Employer</i>
2009	June – July	Nord/LB – Landesförderinstitut Mecklenburg-Vorpommern (eng.: North-German State Bank – State Valorisation Institute MV)
2008	June – July	Nord/LB – Landesförderinstitut Mecklenburg-Vorpommern
2007	June – July	Nord/LB – Landesförderinstitut Mecklenburg-Vorpommern
2006	June – July	Nord/LB – Landesförderinstitut Mecklenburg-Vorpommern
2005	June	Hermes Logistics Group Germany

Teaching Experience

- Tutor for 1st semester Students in practicing "Basics of C/C++ Programming"
- Tutor for 2nd semester Students in practicing "Algorithms and Data Structures"
- Presentations and Lessons given in "Basics of Graphical Data Processing" and "Web Development"
- Lecture on "LiDAR Acquisition" and "Basics of Fluid Simulations" in the course of "Visualisation for Climate Change"

Research Experience

Lab Assistant for Multimedia Systems, working on Graphics, GPU Computing, Video Processing and Computer Vision. Presentations and Documents are available on:

- <http://www.slideshare.net/MultimediaLabWismar>
- http://www.docstoc.com/profile/christian_kehl

Professional Achievements

Publications

Kehl, C. & de Haan, G. "Interactive Simulation and Visualisation of Realistic Flooding Scenarios", Intelligent Systems for Crisis Management, 2012

Kehl, C., Malan, D.F. and Eisemann, E. "Conformal multi-material mesh generation from labelled medical volumes", 3D NordOst workshop, 2012

Presentations

Kehl, C., Tutenel, T. and Eisemann, E. „Smooth, Interactive Rendering and On-line Modification of Large-Scale, Geospatial Data in Flood Visualisations”, ICT Open, 2013

Kehl, C. & de Haan, G. "Interactive Simulation and 3D Visualization for water protection policy management", ICT Open, 2012

Kehl, C. & de Haan, G. "Interactive Simulation and Visualization of Flooding Scenarios", International Supercomputing Conference, 2012

Awards

Best Research Poster Award at the International Supercomputing Conference (ISC) 2012
Title: Interactive Simulation and Visualization of Flooding Scenarios
Track: Large Scale Simulations

Scholarships

Period March 2009 – August 2009

Description ERASMUS European internship scholarship

Period March 2011 – July 2011

Description DAAD (*German Academic Exchange Service*) full exchange scholarship

Period September 2011 – March 2012

Description Foreign Exchange Scholarship from the Federal State of Mecklenburg – Western Pommerania

Further Interests

Topic *Parallel Computing on Heterogeneous Architectures*

Statement Since my first experiences for using GPUs for generic calculations in 2010, I got curious about the possibilities of using dedicated chips for "crunching" immense amounts of data. During the recent years, I followed the development of GPU Computing in the HPC domain. I welcome the movement towards Heterogeneous Computing, with the idea of using specialised chips to execute calculations particularly suitable to their architecture. I see lots of potential in GPU cluster development, the exploitation of other PC-components (i.e. the Audio Processing Unit for Fourier Analysis) and the distributed, parallel computation of real-world problems using mobile devices (as being part of nowadays everyday life). I personally like to be part of that development by developing new close-to-chip libraries and programming interfaces for better usability.

Topic *Processing, Semantification and Visualisation of massive Geospatial Data*

Statement During my research in 2012 and 2013, I got well accustomed with the Visualisation of massive, coloured LiDAR data. In that time, I developed algorithms and data structures that allow real-time rendering and annotation of these data. The development of Full-Waveform LiDAR and overlays with Multispectral Images makes it possible to extract further meaning of the data, given appropriate semantic rulesets. I am curious how far we can go with real-world geographic object detection, classification and reasoning with such data. I follow up developments in this domain and I will gratefully contribute algorithms, data structures, interfaces and related publications, if possible.

Topic *Environmental Visualisation for Decision Making*

Statement	Another domain that caught my interest is Environmental Visualisation, where geospatial data are combined with atmospheric-, hydrologic- and climate simulations or measurement series. Visualising these data helps scientists and decision maker to get insight into the natural processes and reason out of the information towards adaptation strategies in urban planning, landscape preservation and social policy changes. I am grateful to have taken part in that development with visualisation software development that helps in flood hazard understanding and I will follow up further developments in that domain in the future.
Personal Interest	Astronomy, Geology and Climate, Nuclear Physics, History, Politics
Recent software projects	Overview via https://graphics.tudelft.nl/christian-kehl In-detailed descriptions available upon request.
References	References available upon request.