08/11/2016

Ole Lemming

Phone.: +45 2068 1980
Skype Id : ole.lemming ; **Email :** **ole@iosim.dk** **LinkedIn** : www.linkedin.com/in/olelemming

A few words

Good communication skills and team player. Accustomed to work in both teams and independently with a wide range of people from all levels of companies as an employee, a freelancer or a consultant.

Able to quickly identify the very core of a problem and translate that into a 3D model, while keeping multiple projects on track.

Professional Skills:

- Mechanical Engineering
- Technical Lightdesign
- Optical design for LEDs
- Dynamic and structural mechanics (FEM)
- High level knowledge of math, physics and mechanical engineering
- Patent Applications (Danish)
- Analytical and outside the box thinking style
- Problem solver
- C++ and Python programming
- Speaks/writes English and Danish. Speaks German

Professional Interests:

- 3D modeling and mechanical partdesign
- 3D software
- Physical simulations
- Raytracing
- Data processing and visualization
- Mathematical models
- Fluid simulations
- 3D Programming and simulation
- International teamwork
- Innovations
- Working with the best
- Learning new things...

Personal skills:

- Team player
- Able to work independently
- Realistic optimist
- Innovative and creative
- Proactive
- Fast worker and learner
- Solution oriented
- Analytical
- Performs when given a challenge
- Great sense of humor ;-)
- IQ : <142> :-)

Toolbox

Application:	Skill Level:
ProEngineer (WF5, Creo 1-3)	+++++
TracePro	+++++
ProE Mechanica	++++
Windchill	+++
Catia	+++
Inventor	+++
SolidWorks	++
RealFlow	+++++
Houdini, Maya and 3dsMax,	+++
Maxwell Render	+++
c++	+++
Unity 3d	++++

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Work Experience (page1/2):

2015 → Current : IoSim – Innovia : Crowd development, Innovation, brainstorming, concept development, internal and external projects.
http://www.iosim.dk/innovia.html

2006 → Current : IoSim : CEO and Lead developer (Freelance): 3D programming in C++ and R&D within the field of fluid and particle motion. Primarily in RealFlow. Rendering.
Game development in Unity. C++ and C# coding
2011 → 2013 Part of Autodesk Developer Network.
http://www.iosim.dk/iosim.html

2013 → Current : IoSim - Opticio : (Freelance). A Subdivision of IoSim. Optical development and simulations with TracePro for companies across Europe; Signal lamps, Indicators, PIR and LED lenses, LED lighting and more.
Clients : GN Netcom, Oticon, Sennheiser, Autronica (NO), Reelight, Orbiloc, …
2013 → Current : IoSim - Opticio : Freelance Mechanical Engineering. 3D modelling and partdesign.
Clients : Insign R&D, Formkon A/S, MJK(Xylem), ...
www.iosim.dk/opticio.html

2013 → 2014 : Patent Nord : Senior Patent Consultant (Freelance).
www.patent-nord.dk

2001 → 2013 : INSIGN R&D (Fulltime) : Senior Mechanical Engineer. Expert user of ProEngineer. Product development and FEM of primarily plastic parts for various companies in Denmark;
Inhouse Catia course and small projects in Catia.
2004 → 2013 : Optical development and simulations with TracePro for companies across Europe; Signal lamps, Indicators, Mobile Phones, PIR lenses, LED lighting and more. Pre- and post processing tools for analyzing simulation data.
Clients :

- Mechanical:
  - Medico products : Medicom Nordic, Novo Nordisk, …
  - Electronical products : B&O, GN Netcom, Motorola, RTX, …
  - Other products : Ikadan, Skov, Martin Munkebo, Nilfisk Alto, ...
- Optical:
  - RTX, GN Netcom, Medicologic, Alfa Laval, Lego, B&O, Medicom Nordic, Schneider Electric, SafeExit, Reelight ...

www.insign.com

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Work Experience (page2/2):

2007 → … : NEXT LIMIT Technologies (Freelance projects): Advanced particle simulation and R&D. Development of C++ plugins and python scripts for RealFlow. Development of experimental C++ plugins for Maxwell Render using an internal SDK.
RealFlow certified Developer expert.
www.nextlimit.com

1999 → 2004 : OpenEntry (Freelance – parttime) : Optical development and simulations with TracePro for companies across Europe; Signal lamps, Indicators, Mobile Phones, PIR lenses, LED lighting and more.
3D modelling in Solidworks. Collaboration with and parttime employed at Light Tec in France www.lighttec.fr/

1995 → 2000 : BANG & OLUFSEN (Fulltime) : 3D partdesign and mechanical simulations. Optical design. Expert user of ProEngineer and ProE Mechanica and mechanical supporter for project teams.
www.bang-olufsen.dk

Education:
1990 → 1995 - M.Sc. In Engineering Mech., Physics from the Technical University of Denmark.