



Valentin Stabel

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 +49 160 98391700

 mail@valentinstabel.dev

 valentinstabel.dev

Profile

Text, Graphics, Layouting

DevOps & Infrastructure

Real-time 3D / WebGL

Backend & APIs

Responsibility & Determination

Horrific Jokes & Puns

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Person

Driven by curiosity, coffee, and impostor syndrome, I always strive to understand new things. I love tinkering and keeping things simple. I steer clear of most social media platforms, short format video content and algorithm driven wastes of time.

Goals

I long to make the Web a better place for everyone by creating useful software with pragmatic, self-explanatory interfaces, reliable servers and fewer ads.

Skills

I would not call myself an artist, and design is still the weakest of my skills. As a programmer I have come a long way over the past few years, though there is always more to know. My dependability and perseverance are second to none. The steeper the learning curve, the better. Give me a task and a weekend and let me impress you!

2020

In February of 2020, I graduated SAE Institute Munich with a BA (Hons) in Visual Effects Animation. At SAE, we began with light and color, moved to 2D scene composition and animation, followed by the 3D production pipeline: Modeling, Rigging, Animating, Texturing, Lighting, Rendering, Compositing. Lastly, we covered node based dynamic simulations and compositing workflows. In the summer of 2020, I started working as a freelance 3D generalist. While my career got off to a decent start, it was followed by a rather dry stretch.

Simovative

2025-2027

Since September 2025 I have been a full time software developer at Simovative GmbH in Munich. I work on academyFIVE, the campus management system universities use to run applications, enrollment, teaching, exams and alumni records on a single shared database, with more than 70 universities and 350,000 students on it. My corner is the backend: PHP on a codebase that has grown over many years, sitting next to an Angular front end. I design and build the APIs and integrations that connect academyFIVE to the systems around it. I spend my time understanding our clients' issues and figuring out pragmatic solutions for them, and improving the developers' experience in the codebase, which is my own experience too. I care about keeping code quality, testing strategy and behavior consistent.

DailyDigest

2025-2027

For a while now I have been running a small collection of self-hosted microservices on my own hardware. Every morning it gathers weather, important mail, AI-summarized local news and a storage report, and sends the lot to me as one Telegram message. The same bot doubles as a remote for my Philips Hue lights and as a front door for my Paperless archive. Under the hood it is seven Docker containers: a PHP API with its own tiny router, a PHP service for the Hue bridge, PostgreSQL for logging, nginx in front and cron to kick off the digest. I built the digest as a pipeline of sections that can each fail on their own without taking the rest down, and I keep it covered with PHPUnit tests and a make target that runs the whole thing end to end.

2023

I spent the next three years studying, learning and improving. Sadly, while I built lots of simulation setups and recreated many visual effects I saw, focusing on the dynamics and researching new techniques did not produce lots of showcase material.

I dove deep into SideFX Houdini, specifically PBD, Pyro and Bullet simulations. Also started iterating on 3D data using VEX. The highlight of my early career was certainly the Natur. Regelt. spec spot, for which I spent around six weeks planning, producing and compositing any and all required VFX shots.

Project News

AR Themed Trail Laufen-Oberndorf

2024-2025

To quote RFO: „In Laufen and Oberndorf, walkers can now experience the long, shared history of the two Salzach towns interactively. A new themed trail leads across the border, along the Salzach loop, past six information steles. Interactive content can be called up using a QR code. Depictions in 2D and 3D are projected into the real world. The circular trail also leads through Laufen's city park.“

For more information, please visit the project's official website, or watch the RFO television coverage.

QR Code Generator

2024

Sometimes I am in need of a QR code and, while there are a few generators out there, they often try to upsell you, shove annoying advertisements in your face or try to trick you to download a virus. Combine this with the fact that I love learning new things by building them and you get a simple, yet beautiful, QR code generator.

THE LÄND Universe

2024

For Baden-Württemberg's "THE LÄND" campaign, I updated their ThreeJS 3D website landscape with a new look, changing the scene to night time, replacing an airship with a UFO, adding an Airport and adjusting some styling for readability. This project let me take a look at a giant codebase for a really complicated website with lots of contributors. Reading through thousands of lines of code, investigating the inner workings of this complex WebGL setup and getting the full 2010s experience of Vue.js 2.x and Node.js version 14.x was quite rewarding. Please visit the official THE LÄND website, to see the results of my work.

2027

From 2023 to 2025 I worked as a freelance software developer for K5 Factory, mainly on web-based 3D and AR products. We completed five projects together. Working with people who share my taste for intuitive, pragmatic software is still one of the most fulfilling parts of the job.

Since September 2025 I have been working full time at Simovative GmbH in Munich, on academyFIVE, campus management software for universities. Outside of work I keep a self-hosted stack of Docker services running at home, which is where most of my infrastructure and automation habits come from.

Glacis Gallery

2024

For a modern food court in Neu Ulm, K5 developed a WebAR based experience, which interacts with the user via facial gestures using the ARYEL platform. I was responsible for implementing the project, managing 3D character animations and optimizing models and textures to allow a smooth user experience even on low-power devices. Specifically while working on this project, I profited from much of the tinkering I had done in the past. Assembling character animations into the desired sequence, creating procedural motion paths for a kaleidoscope of butterflies, converting and exporting animation and material data to compatible files would have otherwise turned into quite a headache.

Veltins Beer Runner

2024-2025

For Veltins in-app 2D jump'n'run game, which K5 built, I dove into Google Cloud Functions and JWT authentication to prevent the submission of fraudulent high scores.

THE LÄND Quiz

2023

For Baden-Württemberg's "THE LÄND" campaign, I built a multiplayer trivia quiz consisting of a Vue.js 3 frontend and an Express.js backend which connect via Socket.IO. Players connect to a game session by scanning a QR code with their smartphones, allowing spectators to watch the game's progression on a separate screen. The application is meant for entertainment at exhibitions while imparting some fun facts about „THE LÄND“.



PHP

PHPUnit

PHPUnit



PHPStan



Rector



Symfony



Laravel



TypeScript



JavaScript



HTML5



CSS3



Sass



Astro



HTMX



Vue



Node.js



Express



Docker



PostgreSQL



MySQL



Redis



RabbitMQ



nginx



Git



GitHub



Bash



GNU Make



Vitest



Playwright



ESLint



Blender



Three.js



WebGL



WordPress



Houdini



Redshift



PlayCanvas