

MARKUS SCHMIDBAUER

Student

📍 Munich, DE ☆ 23 years

PROFESSIONAL EXPERIENCE



Teaching Assistant

10/2023 - Present

Ludwig Maximilian University

Munich

- Improved presentation skills by holding engaging tutorials with a confident appearance, resulting in a participation in my tutorial of up to 40 students
- Enhanced leadership skills by acting as **Scrum** Master of multiple student projects, leading to 14 outstanding projects
- Gained interpersonal and communication skills while managing over 250 students from different backgrounds and working in an international team



Internship

04/2017

Continental

Regensburg

- learned about cutting edge robotic technologies in a corporate environment, sparking my enthusiasm for technology

EDUCATION



Master of Science, Computer Science

10/2022 - 01/2025

Ludwig Maximilian University

Munich

- **Master thesis** in VR about AI NPC Tutors in Education using **Unreal Engine**
- applied creative and technical proficiency in 5+ **Mixed Reality** applications
- developed and shipped 2+ games, experiencing the full Game Dev cycle



Bachelor of Arts, Media Informatics & Information Science

08/2019 - 09/2022

Universität Regensburg

Regensburg

- **Bachelor thesis** about adverse weather conditions with autonomous vehicles using **Unreal Engine** and **JavaScript**
- improving programming skills in 7 web, mobile, and gaming applications
- advanced in AI technologies by applying principles such as natural language processing to create an AI Q&A system

KEY PROJECTS

The Cure's Quest

RPG action-based Shooter game in **Unity (C#)** in Pixel-art

- lead a 5-person team, enhancing leadership skills using the agile method **SCRUM**
- presented multiple times at the Open Lab Day of the media informatics group at LMU, receiving valuable feedback from 50+ people from various backgrounds
- published multi-platform (Windows, Mac, Linux, and Android) Demo on itch learning about the importance of marketing

🔗 00markus0.itch.io/cures-quest-demo

SolarLens

AR educational mobile game teaching about the inner workings of a solar cell

- exhibited at the [Xplorer Day](#) at Deutsches Museum in Munich where we gathered valuable feedback from 20+ people revealing the app's real-world potential
- successful integration of gamification elements in an educational app making it fun for users to learn theoretical principles
- designed mobile app in Unity (**C#**) learning about deployment to Android and iOS (using **Xcode**) platforms

🔗 <https://xploreday.de/index.php/expo>



CONTACT INFO

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🌐 Portfolio

[00Markus0](#)

🔗 LinkedIn

[Markus Schmidbauer](#)

🐱 Github

[00Markus0](#)

🎓 Google Scholar

[Markus Schmidbauer](#)

SKILLS

Programming languages

Java · C# · JavaScript · C / C++ ·

HTML/CSS · Python · Git · React ·

Typescript · SQL · React

Tools

Unreal Engine · Unity · IntelliJ platform ·

Jupyter Notebook · Blender ·

Photoshop · Affinity Suite · Krita

LANGUAGES

German Native ●●●●●

English Advanced ●●●●●

French Beginner ●●●●●

PUBLICATIONS

Effects of Auditory Latency on Experienced First-Person Shooter Players

Mensch und Computer

David Halbhuber, Annika Köhler, Markus Schmidbauer, Jannik Wiese, Niels Henze
2022

[ACM Digital Library](#)

research on audio latency in CS:GO