

# 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** about AI NPC Tutors in Education using **Unreal Engine**
- applied creative and technical proficiency in 5+ VR and AR applications
- enhanced leadership skills in team projects
- refined Software Development skills



### 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**
- focused on improving programming skills by developing multiple web, mobile, and gaming applications, resulting in 7 stellar projects
- advanced in AI technologies by applying principles such as natural language processing to create an AI Q&A system gaining experience in creating up-to-date language models

## KEY PROJECTS

### Crypto-Answer

Artificial Intelligence language model (based on BERT) with Coinbase API ([Link](#))

- applied theoretical knowledge of neural networks in a user-oriented application
- accelerated skills in **Python** by using Jupyter Notebook, Haystack and Huggingface.
- explored the use of algorithms to integrate API calls in a neural network
- designed Front-End user website in **Javascript** and **HTML/CSS** with Backend integration to Google Cloud

### SolarLens

AR educational mobile app visualizing the inner workings of a solar cell

- exhibited at the [Xplorer Day](#) at Deutsches Museum in Munich
- successful integration of gamification elements in an educational app making it fun for users to learn theoretical principles
- designed mobile app in Unity (**C#**) to distribute it to Android and iOS (using Xcode)



## 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 · Typescript · SQL ·

React · node.js

### Tools

Unreal Engine · Unity · IntelliJ platform ·

Git · Jupyter Notebook · Blender

## 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](#)