



## Maarten Bussler

Date of birth: 20/09/1998

Nationality: German

Gender: Male

### CONTACT

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### WORK EXPERIENCE

15/08/2021 – CURRENT – Munich, Germany

#### Working Student

Vector Informatik

Working with the Autonomous Driving Team on the realization of "DYNAAnimation", a simulation for self driving cars.

15/04/2019 – 15/10/2019 – Munich, Germany

#### Tutor at Technische Universität München

Technische Universität München

Tutoring students for Introduction to Software Engineering and participated in exam correction.

15/05/2017 – 26/05/2017 – Bremen, Germany

#### Software developer

Governikus GmbH & Co.KG

Introduction and maintenance of software projects.

03/02/2014 – 14/02/2014 – Cuxhaven, Germany

#### Software developer

AC Computer

Installation and testing of PC hardware, personal computer and a school server.

### EDUCATION AND TRAINING

15/10/2020 – CURRENT – Munich, Germany

#### M.Sc: Informatik: Games Engineering

Technische Universität München

15/10/2017 – 15/10/2020 – Munich, Germany

#### B.Sc: Informatik: Games Engineering

Technische Universität München

2.2 | Compression of Volume Data (1.0)

2009 – 2017 – Cuxhaven, Germany

#### Abitur

Lichtenberg-Gymnasium Cuxhaven

Mathematics, Biology, English, IT, History

1.4

2005 – 2009 – Cuxhaven, Germany

#### Elementary school

Abendroth-Grundschule Cuxhaven

## LANGUAGE SKILLS

**MOTHER TONGUE(S):** German

**OTHER LANGUAGE(S):**

English

**Listening**  
C1

**Reading**  
C1

**Spoken  
production**  
C1

**Spoken  
interaction**  
C1

**Writing**  
C1

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## DIGITAL SKILLS

### My Digital Skills

Project Management / Team Management / PyTorch

### Programming languages

C, C++, C# / Java / Flutter/Dart / Python / Unity3D

## PROJECTS

**01/10/2021 – 01/11/2021**

### Vector Informatik: Custom Compositor for DYNAanimation

Developed a custom compositor for the DYNAanimation software in Unity3D. The compositor combines the output of multiple cameras and textures and blends them together to render a final output image for the user.

**03/2021 – 04/2021**

### ARAP: As-Rigid-As-Possible Surface Modeling

Implemented the mesh modeling algorithm by Sorkine and Alexa (2007), since my interest in the topic was sparked by an uni course and in order to get better practice with OpenGL.

**15/04/2020 – 15/10/2020**

### Bachelor Thesis: TTHRESH

Implementing and enhancing an algorithm to effectively compress volume data.

**10/2020 – 10/2020**

### MV GameJam: The Bee'nding of Insect

Project for the MV Gamejam 2020. The Bee'nding of Insect is a Roguelike Shoot'em Up inspired by "The Binding of Isaac". The player has to explore the vast dungeons and pollinate flowers in order to unlock upgrades and overcome challenging enemies.

**20/10/2019 – 23/10/2019**

### Ludum Dare: Running Out Of Space

Project for the LudumDare Gamejam where the player has to navigate a spaceship in a constantly shrinking environment while fighting against incoming waves of monsters.

**2018 – 2018**

### Treasure Cave

Project for the TUM Semestergamejam 2018 and award winner in the category "best implementation". Treasure Cave implements augmented reality on a mobile phone in order to simulate the hunt for treasure in a mine.