




**Maarten
Bussler**

DATE OF BIRTH:
20/09/1998

CONTACT

Nationality: German

Gender: Male

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WORK EXPERIENCE

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): Latin

English

Listening
C1

Reading
C1

**Spoken
production**
C1

**Spoken
interaction**
C1

Writing
C1

Japanese

Listening
A1

Reading
A1

**Spoken
production**
A1

**Spoken
interaction**
A1

Writing
A1

DIGITAL SKILLS

Project Management / Team Management

Programming languages

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

PROJECTS

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.