

# 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

**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.