



Maarten Bussler

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Gender: Male **Date of birth**: 20/09/1998 **Nationality**: German

WORK EXPERIENCE

[15/08/2021 – 15/09/2022]

Working Student

Vector Informatik

City: Munich

Country: Germany

Working as a software developer with the Autonomous Driving Team on the realization of "DYNAanimation", a simulation software for self driving cars.

[15/04/2019 – 15/10/2019]

Tutor at Technische Universität München

Technische Universität München

City: Munich

Country: Germany

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

[15/05/2017 – 26/05/2017]

Software developer

Governikus GmbH & Co.KG

City: Bremen

Country: Germany

Introduction and maintenance of software projects.

[03/02/2014 – 14/02/2014]

Software developer

AC Computer

City: Cuxhaven

Country: Germany

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

EDUCATION AND TRAINING

[15/10/2020 – Current]

M.Sc: Informatik: Games Engineering

Technische Universität München

Address: Munich, Germany

[15/10/2017 – 15/10/2020]

B.Sc: Informatik: Games Engineering

Technische Universität München

Address: Munich, Germany

Final grade: 2.2

Thesis: Compression of Volume Data (1.0)

[2009 – 2017]

Abitur

Lichtenberg-Gymnasium Cuxhaven

Address: Cuxhaven, Germany

Final grade: 1.4

Mathematics, Biology, English, IT, History

[2005 – 2009]

Elementary school

Abendroth-Grundschule Cuxhaven

Address: Cuxhaven, Germany

LANGUAGE SKILLS

Mother tongue(s): German

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

DIGITAL SKILLS

Project Management | Team Management | PyTorch | Unity3D | AutoDesk 3DsMax

Programming languages

C, C++, C# | Python | Flutter/Dart

PROJECTS

[15/09/2022 – 15/03/2023]

Master's Thesis: Training Methods for Scene Representation Networks

Investigating possibilities of enhancing the compressive quality of Scene Representation Networks with network pruning algorithms and wavelet transforms.

[01/04/2022 – 01/06/2022]

Realtime Capabilities Of DSNeRF

Analyzing methods of enhancing the realtime capabilities of DSNeRF, a deep neural network method for implicit 3D scenes representation from multi-view inputs.

[01/10/2021 – 01/11/2021]

Vector Informatik: Custom Compositor for DYNAanimation

Developed a custom compositor for the DYNAanimation software in Unity3D for the HDRP rendering pipeline. 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.