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.
Apart from handling minor bugs and issues, I developed a custom compositor for the DYNAanimation software in Unity3D for the HDRP rendering pipeline.

[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.

EDUCATION AND TRAINING

[15/10/2020 – 15/04/2023]

M.Sc: Informatik: Games Engineering

Technische Universität München

City: Munich
Country: Germany
Final grade: 1.7
Thesis: Training Methods for Scene Representation Networks (1.3)

[15/10/2017 – 15/10/2020]

B.Sc: Informatik: Games Engineering

Technische Universität München

City: Munich
Country: Germany
Final grade: 2.2
Thesis: Compression of Volume Data (1.0)

[2009 – 2017]

Abitur

Lichtenberg-Gymnasium Cuxhaven

City: Cuxhaven
Country: Germany
Final grade: 1.4
Mathematics, Biology, English, IT, History

[2005 – 2009]

Elementary school

Abendroth-Grundschule Cuxhaven

City: Cuxhaven
Country: Germany

LANGUAGE SKILLS

Mother tongue(s): German

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Project Management | PyTorch | Unity3D | AutoDesk 3DsMax | Computer Vision | Cloud Computing

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.

Link: https://bussler.github.io/latent-feature-grid-encoding/

[04/2022 – 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.

Link: https://bussler.github.io/dsnerf/

[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.

Link: https://bussler.github.io/openglarap/

[15/04/2020 – 15/10/2020]

Bachelor Thesis: TTHRESH

Implementing and enhancing an algorithm to effectively compress volume data.

Link: https://bussler.github.io/tthresh/

[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.

Link: https://bussler.github.io/treasurecave/