Cedric **Maume**

Computational Engineering Student



About Me

A highly motivated engineering student working in Robotics with a passion for Software Development

Personal Info

Nationality: German **Born**: 2000

Hobbies

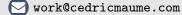
Soccer · Cinematography Skiing · Biking · 3D Printing

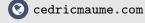
Languages

German English

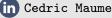
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Contact









EDUCATION

10/2018 - Current **RWTH Aachen University**

COMPUATIONAL ENGINEERING SCIENCE B.Sc

2013 - 2018 **■■■■■■■** Secondary School

■■■■■, Canada ♀

2012 - 2013 **■■■■■** Schule

■■■■■■, Germany **?**

2009 - 2012 **EXECUTE:** Elementary ■■■■■, USA 💡

2006 - 2009 Grundschule ■■■■■■

■■■■■■, Germany **?**

EXPERIENCE

11/2023 - Current Student Assistant

Institute of Mechanism Theory, Machine Dynamics and Robotics

Development and Integration of software solutions for several robots in ROS2 (Robot Operating System) using Python and C++

- Inverse Kinematics of a Parallel Robot: Determining the necessary movements to achieve a desired pose starting from initial conditions
- · Creation of a Hardware Interface: Designed and implemented a system to enable communication between a robot and a programmable logic controller (PLC)

01/2024 - 12/2024

Mobile Software Developer

Factor36 (Self-Published)

Independently designed and coded an arithmetic-based puzzle game from scratch, officially released on Android

- Godot and GDScript: Self-taught in programming with GDScript using the Godot game engine, as well as App Store integration
- · Full-Stack Development: Responsible for all aspects, from coding and design to testing and development

06/2023 - 09/2023

Project Research Paper

Laboratory for Machine Tools and Production Engineering (WZL)

Re-implemented an existing digital twin of a 6-axis robotic arm in Python/C++ using the Bullet Physics Engine

SKILLS

Git Linux (Arch + Debian) Docker CAD (FreeCad + Fusion) Godot 3D Printing ROS/ROS2 **Embedded Systems** Proxmox ModbusTCP LaTeX OPC-UA

Programming

C++ **Pvthon GDScript** Java