Jonathan Bucher

Date of birth: 21/05/2001

Nationality: German

CONTACT

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europass

ABOUT ME

M.Sc. Informatics @ TUM | Passionate about Gamedev

WORK EXPERIENCE

Itestra Munich, Germany

Software Engineering Intern
09/08/2023 – 31/12/2023
Data migration from legacy system
PostgreSQL, Elastic Search, Spring Boot
Java Softwaredevelopment

Medigital Munich, Germany

Full Stack Developer Intern
15/05/2023 – 01/11/2023
Full-stack development of a web application tailored for hospitals, involving JavaScript/TypeScript and Python
Frontend: React
Backend: Django

EDUCATION AND TRAINING

01/01/2024 – 01/06/2024 Trondheim, Norway

Exchange Semester Erasmus+ NTNU

Website https://www.ntnu.no/

01/04/2023 – CURRENT München, Germany

M.Sc. Informatics Technical University of Munich

Address Arcisstraße 21, 80333, München, Germany | **Website** https://www.tum.de/

01/10/2019 – 31/03/2023 München, Germany

B.Sc. Informatics: Games Engineering Technical University of Munich

Address Arcisstraße 21, 80333, München, Germany | **Website** https://www.tum.de/ | **Field of study** Bachelor Informatik: Games Engineering | **Final grade** 1.9 | **Thesis** Formal Gamespaces for Artificial Intelligence in Games

01/09/2011 – 01/06/2019 Bruckmühl, Germany

Abitur (A-levels) Gymnasium Bruckmühl

Address Kirchdorfer Str. 21 , 83052, Bruckmühl, Germany | **Website** https://www.gymnasium-bruckmuehl.de/ | **Final grade** 1.6

SKILLS

Git | Docker | Game Development (Unity Game Engine - C#) | Linux | Basic 3D modelling (Blender) | Godot Engine - Intermediate

PROGRAMMING LANGUAGES
C# | Java | C++ | Python | SQL | C | JavaScript | HLSL

PROJECTS

01/09/2023 – 08/09/2023

itestra Coding Camp
One week VR Development with the Microsoft Hololens in Teams at itestra. We developed an AR Tower Defense Game with spatial awareness.

https://itestra.com/events-workshops/#past-events

18/11/2022 – 20/11/2022

Hackatum WS 2022

Weekend Hackathon at the Technical University Munich.
In a team of five, we chose the Huawai Challenge and developed an app to increase the accuracy the labeling in open street maps with machine learning.
https://hack.tum.de/past-events/events-2022/

10/12/2021 – 12/12/2021

Semestergamejam 2021

Weekend Gamejam with the topic Mirror. Our Game Mirror's Egg is a sandbox game, where players explore a kitchen as an egg with the goal to prepare themselves.
https://itch.io/jam/sgjws2021
https://asklios.itch.io/mirrors-egg

LANGUAGE SKILLS

MOTHER TONGUE(S): Deutsch

Other language(s):

English

Listening C1
Spoken production C1
Reading C1
Spoken interaction C1
Writing C1

French

Listening B1
Spoken production B1
Reading B1
Spoken interaction B1
Writing B1

Norwegian

Listening A2
Spoken production A2
Reading A2
Spoken interaction A2
Writing A2

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

HOBBIES AND INTERESTS

- **Game Development**
- **Freestyle and Cinematic FPV**
- **Running**