

Philipp Bruhns

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Education

University College London (UCL) MEng Computer Science	Sep 2024 – Jun 2028
• Grade: 83.60 / 100.00 (First Class) • Minor in Applied Engineering Mathematics.	
Gymnasium Cäcilienschule Oldenburg Abitur (German A-Levels)	Sep 2015 – Jun 2024
• Grade: 1.1 (top 3 %) • Major in Mathematics, Computer Science, and Chemistry. Awarded for achievements in Computer Science.	
Carl von Ossietzky University Oldenburg Early Study Computer Science	Oct 2020 – May 2021
• Modules: Programming, Data Structures & Algorithms and Object-oriented Modelling & Programming	

Experience

Financial Engineering Intern <i>Assenagon Asset Management S.A.</i>	Jul 2026 – Sep 2026 München, DE
• Joining for three months in summer 2026.	
Spring Insight Programme, Susquehanna International Group	Apr 2025
• Discovery Day for Trading, Equity and Quant Research	
Secretary General, Oldenburg Model United Nations e.V.	Jan 2023 – Aug 2024
• Organised Germany's largest student-run MUN conference, increasing total participants by 25 % to 1,000. • Gained valuable leadership and collaborative experience while overseeing 19 student officers.	

Projects

MirrorMirror PenPals AI <i>Systems Engineering Project, Intel & Cisco</i>	Sep 2025 – Mar 2026
• Built PenPals AI, an app written in Rust and React that brings the world into your classrooms. • Powered by MirrorMirror, a general-purpose social networking engine that can be extended to other contexts. • Presented at bettUK 2026 and to the Cisco WebEx CTO.	
Performance Analysis of Self-Balancing Trees <i>Research Project, University College London</i>	Mar 2025
• Designed and implemented an experimental framework in Python to compare the performance of different self-balancing trees on insertion and searching operations using various types of data input. • Presented findings in a detailed report, recommending a suitable data structure for most use cases due to its balanced performance in both operations.	

Tetris AI Autoplayer <i>Competition, University College London</i>	Nov 2024
• Developed a strong heuristic based greedy algorithm to consistently reach high scores. • Ranked 12th place out of 166 within the cohort.	

Skills & Interests

Languages: English, German (native), Latin	Societies: Quant Society, AI Society, Swimming Club
Technology: Python, SQL, C, Java, Haskell, Excel	Interests: Competitive Swimming, Philosophy