

Philipp Bruhns

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Education

University College London (UCL) MEng Computer Science <ul style="list-style-type: none">Grade: 83.60 / 100.00 (First Class)Minor in Applied Engineering Mathematics.	Sep 2024 – Jun 2028
Gymnasium Cäcilien- und St. Marien Oldenburg Abitur (German A-Levels) <ul style="list-style-type: none">Grade: 1.1 (top 3 %)Major in Mathematics, Computer Science, and Chemistry. Awarded for achievements in Computer Science.	Sep 2015 – Jun 2024
Carl von Ossietzky University Oldenburg Early Study Computer Science <ul style="list-style-type: none">Modules: Programming, Data Structures & Algorithms and Object-oriented Modelling & Programming	Oct 2020 – May 2021

Experience

Financial Engineering Intern <i>Assenagon Asset Management S.A.</i> <ul style="list-style-type: none">Joining for three months in summer 2026.	Jul 2026 – Sep 2026 <i>München, DE</i>
Spring Insight Programme, Susquehanna International Group <ul style="list-style-type: none">Discovery Day for Trading, Equity and Quant Research	Apr 2025
Secretary General, Oldenburg Model United Nations e.V. <ul style="list-style-type: none">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.	Jan 2023 – Aug 2024

Projects

MirrorMirror PenPals AI <i>Systems Engineering Project, Intel & Cisco</i> <ul style="list-style-type: none">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.	Sep 2025 – Mar 2026
Performance Analysis of Self-Balancing Trees <i>Research Project, University College London</i> <ul style="list-style-type: none">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.	Mar 2025
Tetris AI Autoplayer <i>Competition, University College London</i> <ul style="list-style-type: none">Developed a strong heuristic based greedy algorithm to consistently reach high scores.Ranked 12th place out of 166 within the cohort.	Nov 2024

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