Alexander May

XR/VR Developer – DevOps Engineer – AI/ML Application Engineer

PROFILE

Software developer with 3+ years of experience in VR/XR and conversational AI, specializing in real-time, modular systems. Lead Unreal Engine developer for interdisciplinary research projects at the University of Regensburg, integrating AI components (STT, TTS, LLMs, SER) into immersive environments. Skilled in Python, C++, and Docker-based distributed architectures.

EDUCATION

M.SC. MEDIA INFORMATICS | UNIVERSITY OF REGENSBURG
expected 2025
Master's thesis: A Framework for Real-Time Emotion Recognition and Non-Verbal Behavior in VR Conversations with Embodied Conversational Agents

B.A. MEDIA INFORMATICS | UNIVERSITY OF REGENSBURG
2017 – 2022

PROFESSIONAL EXPERIENCE

3D & VR DEVELOPER/DESIGNER
2022 – 2025
Department of Clinical Psychology and Psychotherapy | University of Regensburg
- Lead developer for VR research projects in close collaboration with psychologists and clinicians.
- Built immersive Unreal Engine 4/5 environments with AI-driven agents.
- Developed modular Python/C++ backends for real-time data handling.
- Created emotion-aware conversational agents and multimodal systems.

PROJECTS

EMOTION-AWARE CONVERSATIONAL AGENT IN VR
Master's Thesis – 2024–2025
University of Regensburg (Chair of Clinical Psychology & Psychotherapy)
- Developed a modular, real-time embodied conversational agent system for VR
- Integrated STT (Whisper), TTS (Tacotron2), LLM (DiscoLM), and SER (RoBERTa)
- Created fully Dockerized microservices architecture; deployed on distributed Linux servers
- Unreal Engine 5 + Audio2Face used for MetaHuman-driven facial animation and LiveLink sync

BUSINESS REPORT ORGANIZER (FREELANCE)
Client Project – 2025 (in development)
- Cross-platform web app for documenting daily team reports and tracking tasks
- CEO dashboard built for desktop and mobile access
- Built using FastAPI (backend), SQLite (database), and React.js (frontend)

SKILLS

Languages: Python, JS, C++, SQL
Frameworks: FastAPI, React.js
Tools: Docker, Git, GitHub Actions
Platforms: Unreal Engine

CONTACT

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