

Benedikt Mayer

Software engineer interested in machine learning, cloud computing, human-computer interaction, and functional programming.

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Work Experience

- Since 07.2025 **TÜV Süd Digital Service, Munich** - AI & MLOps Engineer
- 12.2022-06.2025 **Machine Learning Reply, Munich** - Senior Consultant
Mentored the more junior teammates as a layer between management and consultants.
Interviewed candidates for technical skills and culture fit.
Automotive Customer
Technologies: Java, Kubernetes, Azure, Confluent Cloud, Kafka, Flink, Terraform, GitHub
Built a streaming platform to process and enrich millions of messages per second.
Developed, orchestrated and monitored APIs used for large scale data ingestion.
Telecommunications Customer
Technologies: Python, Kubernetes, Azure, Azure DevOps, Databricks, Terraform, Spark, Oracle SQL, TensorFlow, Pandas, Kiuwan, Kafka
Migrated ML platform from on-prem to Azure using Kubernetes and Databricks.
Architected maintainable infrastructure with observability and security in mind.
- 04.2021-11.2022 **Machine Learning Reply, Munich** - Consultant
Telecommunications Customer
Technologies: Python, TensorFlow, Pandas, AWS, Kafka, Oracle SQL, Azure Machine Learning, Containers, Kubernetes
Built ML solutions from data ingestion to training, deployment and monitoring.
- 09.2019-03.2021 **Microsoft, Munich** - Machine Learning Working Student
Technologies: C#, Python, TensorFlow, Azure Machine Learning, Bonsai, Docker, Azure AI Search, Azure Custom Vision, HoloLens 2
Created showcases and conducted workshops on the intersection of software engineering and data science for the Microsoft Technology Centre Munich.
- 12.2018-05.2019 **Bundeswehr University, Munich** – Research Assistant
Technologies: C#, Unity, Motive, Microsoft HoloLens, HTC Vive, Leap Motion
Supervised thesis on VR/AR, eye-tracking, gesture interaction and machine learning.
- 10.2017-04.2018 **Intel Corporation, Munich** – Software Engineering Intern
Technologies: JavaScript, HTML5, CSS, PHP, SQL, Linux
Development of a strategic planning web app. Implemented new data visualization sections and migrated the backend to a more modern Linux architecture.
- 05.2017-08.2017 **Siemens AG, Munich** – Software Development Working Student
Technologies: Java, MagicDraw, Thrift
Software development for model-based systems engineering.
- 09.2015-07.2016 **LMU, Munich** – Research Assistant
Technologies: JavaScript, SQL, HTML5, CSS
Data visualization, web development and HCI research for the LFE Media Informatics.
- 06.2014-09.2014 **"The Table", Seoul** – Work & Travel in South Korea

Education

- 10.2017-12.2020 **LMU Munich** – Master of Science – Grade: 1.27
Informatics with a focus on machine learning, functional software development and Human-Computer Interaction. Master thesis about **Interpretable Machine Learning**.
- 10.2016-03.2017 **Lancaster University, UK** – Bachelor thesis – Grade: 1.3
Technologies: C#, Unity, Linux, HTC Vive, Leap Motion
"Integrating Eye Gaze and Gestures into Virtual Reality"
- 10.2014-09.2017 **LMU Munich** – Bachelor of Science – Grade: 1.9
Media Informatics with applied subject Human-Computer Interaction.

Skills

Programming	Python, C#, JavaScript, Java, Haskell, R, Bash
Tools	Git, Linux, Unity, Azure DevOps, GitHub, GitLab, Kiuwan
Infrastructure	Kubernetes, Terraform, Docker, Azure, AWS, Databricks, Kafka
Expertise	Machine Learning, DevOps, Data Engineering, AR/VR, IoT
Interests	Visualizations, Security, Research, UX

Languages

German	Native speaker
English	Fluent
French	Basic knowledge
Korean	Basic knowledge

Certifications

2023	HashiCorp Certified: Terraform Associate (003)
2023	Microsoft Certified: DevOps Engineer Expert
2023	CKAD: Certified Kubernetes Application Developer
2022	Microsoft Certified: Azure Developer Associate
2021	Microsoft Certified: Azure Data Scientist Associate

Publications

2017	<u>Gaze + Pinch interaction in virtual reality</u> <i>Authors: Pfeuffer, K., <u>Mayer, B.</u>, Mardanbegi, D., Gellersen, H.</i> SUI '17 Proceedings of the 5th Symposium on Spatial User Interaction, Pages 99-108
2019	<u>EyeSeeThrough: Unifying Tool Selection and Application in Virtual Environments</u> <i>Authors: Diako Mardanbegi, Ken Pfeuffer, Alexander Perzl, <u>Benedikt Mayer</u>, Shahram Jalaliniya, Hans Gellersen</i> The 26th IEEE Conference on Virtual Reality and 3D User Interfaces, 2019

Personal Interests

Dungeons & Dragons, swimming, ju-jutsu, judo, tea, gardening