

# Daniel Busse, B. Eng

I am a *master's student* in the field of *Telematics* looking for a master's thesis in the field of *machine learning*.

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in [LinkedIn](#)

🐙 [GitHub](#)

🌐 [Website](#)

## Education

- 09/2021 – present **Technical University of Applied Sciences, Wildau** — *Master of Engineering*  
Focused on vehicle automation and image recognition
- 09/2015 – 08/2021 **Technical University of Applied Sciences, Wildau** — *Bachelor of Engineering*  
Focused on image recognition and robotics  
Thesis: *Lane detection with a 3D camera in a Robotic Operating System with Open Computer Vision*
- 09/2009 – 08/2015 **Friedrich-Wilhelm Gymnasium, Königs Wusterhausen** — *Abitur (A-Level)*

## Work Experience

- 09/2021 – 12/2023 **Wildauer Maschinen Werke, Wildau** — *Research assistant*  
Development of a lane-detection-algorithm with OpenCV in a ROS environment for 1:14 scale trucks
- 03/2017 – 04/2017 **IBZ – Engineeringoffice Zissel, Wildau** — *Intern*  
Development of a Java-Application for analysis of RFID-Tag behavior
- 08/2016 – 02/2017 **HRZ-TH-Wildau, Wildau** — *Student assistant*  
11/2018 – 02/2019 Installation, implementation and administration of servers and applications in the university segment (Cloud, IDPs, AAI).

## Selected Projects [\(read more here\)](#)

- 2021 **Bachelor Thesis** — *Lane detection with conventional image recognition*
- 2018 **“NaoLino”** — *Object detection with a Nao-Robot*
- 2017 **“Parkourmeister & Ronaldo”** — *Sensing and navigating with a NIBO2-Robot*

## Technical Skills

Programming languages	C, C++, Java, Python, Javascript, GDScript
Tools	ROS, Git, Docker, Jupyter
Libraries	OpenCV, PyTorch, Scikit-learn, pandas, numpy

## Soft Skills

Languages	German (native), English (C1)
Key Skills	Team player, creative, receptive to criticism, curious, self-learning, observant
Personal Interests	Game Development (mainly with Godot), making music