Daniel Pfeifer

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EDUCATION

2021-today	**Technical University of Munich** BSc Computer Science

- Expected graduation in August 2024
- GPA 1.8 (Top 10%)
- Received "Deutschlandstipendium" (merit-based scholarship top 1.5% of students in Germany receive)

2012-2020	**Bischöfliches Gymnasium Paulinum Schwaz** A levels (Matura)

- GPA 1.3 (Austria)
- "Ausgezeichneter Erfolg"

WORK EXPERIENCE

2022	**Summer Intern, Allgemeines Rechenzentrum ARZ, Innsbruck**

- Internship as a software engineer with special focus on testing (JUnit) and static code analysis (SonarQube)

2022-today	**Tutor, Technical University of Munich, Department for Mathematics and Informatics**

- Tutorial lecutres on discrete mathematics

2020-2021	**"Zivildienst" (community service)**

- Nine months of community sevice in a foster home (in lieu to military service)
- Helped with daily chores and technical expertise

PROGRAMMING EXPERTISE

2021-2022	**Practical course: Fundamentals of Java programming, Technical University of Munich**

- Fundamentals of Java programming (ojbect-oriented- and parallel-programming, clean code)
- Finished top 50 out of 1800 participants

2022	**Practical course: Computer architecture, Technical University of Munich**

- 8 weeks of lectures on basics of C and assembly programming acompanied by weekly homeworks and performance based ranking (finished top 50 out of 800 participants)
- 5 week final project on approxiamtion theory written in C with subsequent presentation

2021-today	**Lecture Courses at Technical University of Munich**

- Attended: Algorithms & Data Structures, Software Engineering, Theoretical Computer Science, Computer Architecture, Functional programming and Verification, Special lecture "Gems of informatics 2" on autonomous driving
- Ongoing: IT-Security, Databases, Foundations on Operating Systems, Concepts of C++ programming

2021	**Creation of an indie-style game, personal project**

- Four to five months of development for an indie-style mobile game in order to learn programming before going to university
- Development using Unity-Game-Engine and C#
- Publication in the android app store

SKILLS & INTERESTS

Languages	German (native), English (fluent), French (basic)
Technology	Java, C++, C, Ocaml, Python, C#, Linux
Societies	Golf-Club Innsbruck-Igls
Hobbies and Interests	IT-Security, competetive programming, reading, running, cycling