Philipp Bönsch

Wisbyer Straße 47 – 13189 – Berlin

portfolio philippboensch@tuta.io pboensch dephiloper

KEY SKILLS

Technical Focus
- Game Development, Machine Learning, Mobile Applications

Programming Languages
- Advanced: Python, C#, Java
- Intermediate: JavaScript, C, C++, Bash, GDScript, CSS/HTML

Technologies
- Advanced: Unity, Godot Engine, JavaFX, Android, Xamarin, Xamarin.Forms
- Intermediate: Flask, Tensorflow, PyTorch, Keras, ASP.NET Core

Fields of Interest
- Reinforcement Learning, Genetic Algorithms, AI for Games, Virtual Reality, Procedural Generation

EDUCATION

Hochschule für Technik und Wirschaft **Berlin**
Master of Science, International Media and Computation *2018-present*

Hochschule für Technik und Wirschaft **Berlin**
Bachelor of Science, Applied Computer Science *2015-2018*

Oberstufenzentrum Informations- und Medizintechnik **Berlin**
Vocational Diploma (fachgeb. Hochschulreife), Specialization: Information Technology *2014-2015*

Berufsschulzentrum e.o. plauen **Plauen, Sachsen**
Apprenticeship IT Specialist: Application Development *2011-2014*

EXPERIENCE

h3ko Betriebsgesellschaft mbH **Berlin**
Working student: software development *2016 - present*
- Developed cross-platform mobile applications with the Xamarin platforms. Implemented web services with rest interface in ASP.NET Core. Gathered experience in working with platform-specific mobile development.
- Experience gained in working with a team using Scrum-like working methods.

Hoppecke Advanced Battery Technologies GmbH **Zwickau, Sachsen**
Apprenticeship: IT Specialist *2011 - 2014*
- Designed and developed system structure to evaluate the condition of battery cells.

ACADEMIC PROJECTS

Game Development and Design Project *2nd master semester, 2019*
- 2D couch-coop twin-stick shooter with the main focus on gravitational forces affecting players and their projectiles

Reinforcement Learning Project *2nd master semester, 2019*
- Studying basics of reinforcement learning and transferring them to a self-implemented environment

Bachelor Thesis *6th semester, 2018*
- Topic: Comparison of Artificial Intelligence Algorithms in Immersive Video Games
- The thesis focused on the comparison of artificial intelligence (AI) algorithms in immersive video games.

Virtual Reality Project *5th semester, 2017/18*
- Design and implementation of a virtual reality game with the HTC Vive headset within a team of 3 people.