

Marius Kilian

Experienced developer, passionate about a good user experience, performance and efficiency, led by creative and innovative decision-making.

EXPERIENCE

DevOps Engineer at Swisscom AG — Zurich, Switzerland

October 2021 - July 2022

Helped lead a new and young team create a brand new service, focused on ML-driven self-help video support for customers. We created a working prototype, consistently impressing our Stakeholders in the process. I worked on integration, security, reliability, back-end as well as front-end, and often helped our young team manager with organization.

Research and Teaching Assistant at Karlsruhe Institute of Technology — Karlsruhe, Germany

October 2017 - September 2020

Assisted in research for heat distribution in battery designs. Ran simulations with tweaked parameters, plotted the results, and analyzed and discussed the results with the main researcher.

Held tutorials and seminars for students learning the theoretical fundamentals of computer science and programming in C++ and Java.

EDUCATION

Computer Games M.Sc. at Queen Mary, University of London — London, UK

September 2022 - September 2023

Achieved Distinction in every Module.

Modules included AI in Games, Engine Programming, Design Patterns, Game Design, Computer Graphics and more.

Computer Science B.Sc. at Karlsruhe Institute of Technology — Karlsruhe, Germany

October 2017 - May 2021

Second-class honors at highly competitive University, member of the prestigious "Excellence Initiative" of Universities in Germany.

LINKS

Portfolio Website
mariuskilian.github.io

LinkedIn
linkedin.com/in/mariuskilian

GitHub
github.com/mariuskilian

PROGRAMMING SKILLS

C++ experienced

C# expert

Unity expert

Java expert

JavaScript experienced

Python skillful

SKILLS

Key Skills teamwork, creativity, curiosity, communication

Other Skills leadership, collaboration, problem solving, organization

LANGUAGES

German native speaker

English near-native speaker

French intermediate