



PAUL SCHULZE

Research and Development Engineer

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EXPERIENCE

Student Researcher

Enercon GmbH

08/2021 - Ongoing Bremen

Wind turbine manufacturer.

- Uncertainty Quantification of aerodynamic simulations in python.
- Analyzation of measurement data.

Student Researcher and Developer

BIBA GmbH

09/2020 - Ongoing Bremen

- Set up of a simulation model of a manufacturing facility in Anylogic.
- Implemented data analytics and process optimization.
- State chart based design and object-oriented approach using Java.

Internship R&D Biomedical Engineering

Carl Zeiss Meditec AG

10/2019 - 12/2019 Oberkochen

Internship in the development of ophthalmology surgical instruments.

- Implemented electromechanical simulations in MATLAB Simulink.
- Developed a MATLAB script and GUI to streamline the measurement process and perform automatic data analysis and parameter identification.
- Carried out and analyzed electromechanical experiments

Bachelor Thesis and Student Researcher

BIAS GmbH

05/2018 - 04/2019 Bremen

<https://github.com/schulze-paul/SPICE-Coherent-Light-Simulations>

Shape measurement of object surfaces using partially coherent illumination.

Grade: 1,3

- Implemented electromechanical simulations in MATLAB Simulink.
- Developed a MATLAB script and GUI to streamline the measurement process and perform automatic data analysis and parameter identification.
- Carried out and analyzed electromechanical experiments

EDUCATION

Master of Science

Applied and Engineering Physics

Technical University of Munich

2020 - 2022

Grade: 2.8

Bachelor of Science

Physics

University of Bremen

2015 - 2019

Grade: 2.36

SKILLS

Applied Physics

Simulation

Python

Numpy

MATLAB

Java

Data Science

Machine Learning

UX/UI Development

Data Structures

Git

Linux

PROJECTS

Video Laboratory

<https://github.com/schulze-paul/Video-Laboratory>

Video Laboratory is a data annotation tool written in JavaScript on React and Electron that combines automated data retrieval through the YouTube API with an intuitive UX in for fast and accurate video coding.

Solitaire AI

<https://github.com/schulze-paul/Solitaire-AI>

A recursive algorithm that explores every possible move in peg solitaire and finds the perfect game.

Discourse Analytics

<https://github.com/schulze-paul/discourseAnalytics>

Data analytics toolbox and data crawler in Python for Discourse. The discourseAnalytics API makes it easy to sort, filter and search through posts and display or plot the data.

Tiny Forest Fundraising Campaign

<https://www.startnext.com/tiny-forest-project>

Reforestation Project

- € 6300 in funds raised.
- 400 trees planted.
- Planned and installed an irrigation system.

CERTIFICATES

Agile Software Development: Clean Code Practices

LinkedIn 2020