

Philipp Bönsch

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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 Wirtschaft

Master of Science, International Media and Computing

Berlin

2018-present

Hochschule für Technik und Wirtschaft

Bachelor of Science, Applied Computer Science

Berlin

2015-2018

Oberstufenzentrum Informations- und Medizintechnik

Vocational Diploma (fachgeb. Hochschulreife), Specialization: Information Technology

Berlin

2014-2015

Berufsschulzentrum e.o. plauen

Apprenticeship IT Specialist: Application Development

Plauen, Sachsen

2011-2014

EXPERIENCE

h3ko Betriebsgesellschaft mbH

Working student: software development

Berlin

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

Apprenticeship: IT Specialist

Zwickau, Sachsen

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.