

# Curriculum Vitae of Theres Beatriz Buehler

## Personal Details

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Languages: German (native)  
Spanish (native)  
English (fluent)

Key Skills: Technical:

- Programming (C#, C++, Java, Python)
- Game Engines (Unity3D, Unreal Engine)
- Hardware Knowledge (HTC Vive, Leap Motion, Tobii Eye Tracking, Pokini)
- Agile Development (RAD, SCRUM)
- Test-driven development (NUnit, Automated Testing)
- Continuous Integration (Jenkins, Code Review, Nightly Build)
- Version control (Git, Git LFS, SVN)
- Web Development (HTML/XHTML, HTML5, XML, CSS, JavaScript)
- Databases (MySQL, SQLDeveloper, MongoDB, LDAP)
- Docker Container
- Content Editing (Adobe Photoshop, Adobe Premiere Pro, Blender, Steinberg Cubase)
- Microsoft Office (Excel, Word, Presentations etc.)

Personal:

- Good in both group- and independent working
- Written communication
- Self-motivated and driven to get milestones done
- Adaptive to new situations and tasks
- Interest in gaining new knowledge
- Planning and organizing
- Interpersonal sensitivity and understanding of different cultures
- Creative and always customer-orientated
- Enthusiast and always happy to help

## Education

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Oct 2014 – Feb 2019 **University of Media Stuttgart, Stuttgart (Germany)**  
Bachelor of Science, Computer Science and Media, overall grade: 1.4 (High Distinction). Thesis: *“Levitation by Gaze – Three-dimensional Object Translation Solely Using Gaze Inside of a Head-mounted Display”*, grade: 1.0 (High Distinction)

Mar 2016 – Jul 2016 **University of Technology Sydney, Sydney (Australia)**  
Study abroad semester, fully funded by a DAAD scholarship

Aug 2005 – Jun 2008 **Robert-Franck-Wirtschaftsgymnasium, Ludwigsburg (Germany)**  
Abitur

## Publications

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Dec 2018 E. Probst, V. Suttner, M. Dietrich and T. Buehler, 2018. Rapture of the Deep, *Proceeding SA '18 SIGGRAPH Asia 2018 Virtual & Augmented Reality, Article No. 14*.  
Link: <https://dl.acm.org/citation.cfm?id=3275499>

## Work Experience

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Jan 2022 – present **Senior Unity3D Developer**  
@ Bosch Rexroth GmbH, *Ludwigsburg (Germany)*  
Same project as in the description stated below. Adding more robotics components to our user interface

Feb 2021 – Dec 2021 **Senior Unity3D Developer**  
@ grow platform GmbH (A Bosch Company), *Ludwigsburg (Germany)*  
Same project as in the description stated below, but with more responsibilities e.g. developing an NUnit automated testing system.

Feb 2019 – Jan 2021 **Unity3D Developer**  
@ grow platform GmbH (A Bosch Company), *Ludwigsburg (Germany)*  
Frontend and fullstack development of a GUI connected to a localization software API, helping to visualize and control laser localization for automated guided vehicles. Implementing a fleet management system for a setup with several clients. Using Dockers as well as real-time data from the lasers. My main work is developing the user interface and implementing gameplay mechanics and 3D space controls and content. Developing and building for Windows, Linux, Mac and Android platforms.

Mar 2017 – Mar 2018 **Unity3D Developer (Intern & Working student)**  
@ Studio Fizbin, *Ludwigsburg (Germany)*  
6 months programming intern as required for my bachelor's degree, mainly helping to develop the game "The Inner World -The last Windmonk" on Unity, which released summer 2017. Then switching to being a working student and helping to develop games and apps in Unity 3D for all platforms, focusing on Apps like "ElefantenApp" or "KiKANiNCHEN-App" for well-known public-law broadcasting and television companies WDR and MDR. Introducing new programming interns to their duties and supporting them with their work. QA and bug fixing crunches alternated with the development of new features.

Jul 2014 – Sept 2015 **Lighting Technician and Followspot Operator**  
@ Apollo Theater Produktionsgesellschaft MbH, *Stuttgart (Germany)*

Nov 2010 – Jan 2012 **Lighting Technician and Head of Followspots**  
@CATS Tournee Produktions GmbH&Co KG, *Germany, Austria, Luxembourg, Switzerland*

Dec 2008 – present **Lighting Technician and Operator**  
@ My Own Business as Freelancer, *Germany*

## Latest Projects

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Jun 2018 – Oct 2018 **Unity3D VR & Eye Tracking Game Development Project "Eye Levitation"**, *University of Media Stuttgart (Germany)*  
Accompanying my bachelor thesis with its title "Levitation by Gaze — Three-dimensional Object Translation Solely Using Gaze Inside of a Head-mounted Display" a game was developed, using only gaze to translate and manipulate objects in all three dimensions. The game is playable both by gaze and controller and was developed with an HTC Vive with a built-in eye tracking system made by. The project was accomplished alone and tested in a usability study with 35 participants. Gained mark: 1.0 (High Distinction).

- Oct 2017 – Mar 2018      **Unity3D VR & Eye Tracking Game Development Project “Rapture of the Deep VR”**, *University of Media Stuttgart & in cooperation with Filmakademie Baden-Wuerttemberg (Germany)*  
Ascending into the depth of the ocean, the player gets to experience different environmental interactions by simply moving his eyes through the scenery. Utilizing Unity3D and Tobii’s eye tracking system for the HTC Vive, a team of three students of the Filmakademie Baden-Württemberg and I were working on this project, which was presented at FMX 2018 and was displayed at SIGGRAPH Asia 2018 in Tokyo, making first place in "Best Virtual & Augmented Reality Content". Gained mark: 1.0 (High Distinction).
- Oct 2017 – Mar 2018      **Unreal Engine Game Prototype “Chicken Escape”**, *University of Media Stuttgart (Germany)*  
I created a prototype which featured a chosen game mechanic from an existing game. I chose the Quicktime-Events from the game “Dead by Daylight” and changed the setting to be chicken and farmer. It is a multiplayer game where the farmer needs to get hold of the chicken and locks them away in cages before they can manage to manipulate the electric fence to escape. Gained mark: 2.0 (Distinction).
- Oct 2016 – Jan 2017      **Unity3D VR Game Development Project “ScreamparkVR”**, *University of Media Stuttgart (Germany)*  
Working in a team of 23 students and in cooperation with the company Lightshape on a horror escape game made for VR. The goal was to let up to four players experience a virtual reality escape game that will last about 10 minutes and was aiming to be used in theme parks. We were using the HTC Vive for developing the Leap Motion system to let each player be able to see and interact using gestures with their own hands. I was mainly focusing on object interaction and gesture recognition with Leap Motion. The game was presented on MediaNight on January 2017. Gained Mark: 1.0 (High Distinction).

## Other

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### Awards/Scholarships:

- Award Nomination "Best Thesis", *University of Media Stuttgart (Germany)*: "Etzold-Award" nomination for best thesis of the university. Nomination only. (2018)
- Scholarship "Engineering and IT Postgraduate Academic Excellence", *University of Technology Sydney (Australia)*: An offer of University of Technology Sydney when commencing a “Master of Information Technology (Extension)” course in autumn 2019 - an offer which I unfortunately had to turn down (2018)
- Award "Best Virtual & Augmented Reality Content", *Siggraph ASIA (Tokyo, Japan)*: 1st place for the project “Rapture of the Deep VR”, which our team got during the Siggraph Asia in Tokyo (2018)
- Certificate "IELTS Academic", *IELTS (Germany)*: Overall band score 8.0, CEFR Level C1 (2018)
- Scholarship "Combined study- and internship semester abroad for students and master students", *DAAD (Germany)*: A scholarship to study for one semester and then do an internship in Australia. I chose the University of Technology Sydney in Australia for the study semester. Unfortunately, I had could not start the internship semester out of lack of companies supporting this kind of internship (2016)

### Interests:

- Traveling: I’ve been to: Australia, Austria, Chile, Egypt, England, France, Greece, Israel, Italy, Japan, Jordan, Poland, Portugal, Spain, Switzerland, Thailand, USA and many more to come
- Diving: I dived at Great Barrier Reef, Red Sea and Mediterranean Sea

- Music: I had a band for 3 years and I play drums, guitar, bass guitar and piano and design songs on the computer
- Games: All kinds of video games, especially survival, simulation and city building
- Outdoor Activities: Diving, canyoning, rafting, hiking, tennis, surfing, swimming, muay thay boxing