

Curriculum Vitae (CV)

Gerhard Grimm

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Profile

Computer Science (M.Sc.) and Media Contents (M.Sc.) graduate, former professional video game player, passionate programmer, game developer and artificial intelligence enthusiast. I have started, led and worked on multiple game projects using procedural content generation, automated game balancing and AI agents. Nowadays, I want to combine my passion for challenging, well-balanced and competitive games with state-of-the-art research in artificial intelligence. I am looking for a place that challenges me and allows me to become part of something truly amazing.

Education

- **Master of Science in Media Contents** **09/2014 – 08/2016**
Ajou University, Suwon, South Korea
- **Master of Science in Computer Science** **08/2012 – 07/2015**
University of Würzburg, Germany
- **Bachelor of Science in Computer Science** **10/2008 – 07/2012**
University of Würzburg, Germany
- **High School Diploma** **09/1997 – 07/2006**
Gymnasium Dinkelsbühl, Germany

Technical Projects (full list & details on my [website](#))

- **NeuralBird** **08/2016 – now**
An ongoing learning project about state-of-the-art AI techniques (especially Q-learning / deep learning). I use a more challenging Flappy Bird clone as testbed. Evaluation and visualization of the applied learning techniques. [C++, SFML]
- **Dark Defender** **04/2015 – now**
A classic castle defense game for mobile (Android, iOS), started, led and developed by me (three more people involved). Hundreds of viable builds, procedurally generated levels, endless gameplay, automated game balancing. [Java, libGDX, Spark (Java), MongoDB]
- **A 3-Step Framework for Procedural Game Level Generation** **08/2015 – 07/2016**
I introduced a generic framework that tackles the lack of control limiting procedural game level generation. I demonstrated the framework's applicability on a 2D platform game (try it on my website). Further, I presented this work at the [nucl.ai](#) 2016 conference in Vienna. [Java, libGDX]

- **StaBlock** **03/2015 – 12/2015**
I was responsible for programming StaBlock (Android, iOS) as part of a small team at Ajou University, South Korea. StaBlock is a physics-based (Box2D) puzzle game with an integrated level editor and online level browser. [Java, libGDX, Box2D, Amazon Web Services]
- **Evaluation of Event Detection Systems in Twitter** **12/2013 – 08/2014**
I performed an objective evaluation of three state-of-the-art event detection algorithms using the biggest available annotated Twitter corpus (120 million tweets, 506 annotated events, self-crawled). [Java, Spring, MongoDB, Twitter4J]

Special Activities

I was a professional video game player (Counter-Strike 1.6, StarCraft 2) for many years (~2006 to ~2012). Being much more than just a hobby (~8 hours a day of practice), this time formed me as an ambitious, fast, focused and hard worker when it comes to reaching a specific goal.

- Participation Electronic Sports World Cup (ESWC), 2008, Counter-Strike 1.6, San Jose, USA
- Placed 2nd German championship (EPS season 12 & EPS season 13), 2008, Counter-Strike 1.6
- Top 16 German championship (EPS spring season 2012), StarCraft 2

Skills

- Programming languages: Java, C, C++, JavaScript, Python
- Database systems: MySQL, SQLite, MongoDB
- Mobile development: Android, iOS
- Web development: HTML5, CSS, Bootstrap, Spring, Spark, REST, JSP, JSF
- Game development: libGDX (Java), LWJGL (Java), OpenGL, SFML (C++), Phaser (JavaScript)

Languages

- **German**
Native
- **English**
Fluent (2013, TOEFL iBT: 107)
- **Korean**
Basic proficiency

References

Ajou University, Suwon, South Korea

Professor Gyuhan Oh, Department of Digital Media, Room 407, Sanhak-won, Ajou University, World Cup-ro, Yeongtong-gu, 16499, Suwon-si, +821044082070, drghoh@ajou.ac.kr

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