

Johannes Büttner

johannes.buettner@uni-wuerzburg.de ♦ Würzburg, Bavaria

WORK EXPERIENCE

Neu-Ulm University of Applied Sciences

Mai 2024 - September 2024

Research Assistant at the Technology Transfer Center Günzburg

Neu-Ulm, Bavaria

- Development of a project outline for funding a 3-year research project in collaboration with an industry partner
- Collaboration on and submission of an application for a 6-month research project
- Preparation of a proposal for contract research for an industry partner

Julius-Maximilians-Universität Würzburg

2020 - 2024

Research Assistant at the Games Engineering Research Group

Würzburg, Bavaria

- Contributed to the VIA-VR project, focusing on project organization, implementation, and coordination of partner integrations.
- Published multiple scientific papers.
- Supervised several internships and student theses.
- Contributed to the successful realization of several interdisciplinary exhibitions with over 100 student presentations as part of the PR and events team.

Includes a short interruption of 6 weeks in 2023 due to contractual difficulties.

WoMa Consulting GmbH

2017 - 2019

Project Assistant

Würzburg, Bavaria

- Maintained websites.
- Conducted software tests.
- Collaborated on specifications.

Julius-Maximilians-Universität Würzburg

2016 - 2017

Student Worker at the Data Mining and Information Retrieval Research Group

Würzburg, Bavaria

- Implemented web scrapers for bibsonomy.org.
- Improved web UI of BibSonomy.

EDUCATION

Julius-Maximilians-Universität Würzburg

October, 2022

M.Sc. Human-Computer-Interaction

Würzburg, Bavaria

- Final grade: 1,3
- Thesis: *Application of Learning Classifier Systems in the Context of Realtime Interactive Systems*

Julius-Maximilians-Universität Würzburg

August, 2019

B.Sc. Mensch-Computer-Systeme

Würzburg, Bavaria

- Final grade: 1,6
- Thesis: *Swarm Smash Up: Interaction with Complex Systems*

SKILLS

- **Skills:** Python, Machine Learning, Reinforcement Learning, Scientific Writing, Professional Communication, Git, Unity, C#