



Marcel Bruckner

I'm a master's graduate in Informatics: Games Engineering at TUM, Germany. My specializations are Computer Vision and Deep Learning with a passion for maintainable and future-proof code. I work as a Software Consultant and Quality Engineer at CQSE GmbH.

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🌐 <https://marcelbruckner.info>

Profiles

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Skills

Programming Languages

Python, Java, JavaScript, TypeScript, C#, C++

Frameworks & Libraries

PyTorch, OpenCV, MuJoCo, Stable-Baselines3, OpenAI Gym/Farama Gymnasium, React, LaTeX

Tools

Intellij, Visual Studio Code, Docker, Docker Compose, Eclipse, Jira, Git, GitHub

Languages

German



English



French



Italian



Interests

Selfhosting

Docker, Docker Compose, Server Hardware, Networking, Authentication, Programming

Video Games

Elden Ring, Lords of the Fallen, Assassins Creed, Runescape, Zelda, Pokemon

Sport

Gym, Downhill, Hiking

Experience

CQSE GmbH

Mar. 2022 - Today

Software Quality Consultant

Munich

🔗 <https://teamscale.com/publication-author/marcel-bruckner>

I conduct software audits for our customers and advise them in establishing effective software quality assurance processes by analyzing their software systems, architecture, used technologies, and their development process, all with a focus on future-proofness and maintainability.

CQSE GmbH

Mar. 2018 - Mar. 2022

Software Developer

Munich

🔗 <https://teamscale.com/publication-author/marcel-bruckner>

During my tenure as a working student software developer, I made valuable contributions to the software intelligence platform Teamscale.

TUM: Chair of Robotics, Artificial Intelligence and Real-time Systems

Apr. 2021 - Sep. 2021

Garching near Munich

Student Assistant with a Degree

🔗 <https://github.com/MarcelBruckner/Automated-Camera-Stabilization-and-Calibration-for-Intelligent-Transportation-Systems/blob/main/report/report.pdf>

I implemented the Automated Camera Stabilization and Calibration for Intelligent Transportation Systems for the Providentia++ project on the A9 highway.

fortiss GmbH

Apr. 2020 - Sep. 2020

Practical: Planning Robust Behavior for Auton. Driving

Munich

🔗 <https://www.fortiss.org/>

I implemented and evaluated Generative Adversarial Imitation Learning (GAIL) for training autonomous driving agents together with the fortiss GmbH, a Munich-based state research institute.

TUM: Chair of Computer Graphics and Visualization

Sep. 2019 - Apr. 2020

Practical: 3D Scanning & Spatial Learning

Garching near Munich

🔗 https://github.com/Brucknem-TUMProjects/Volumetric-Fusion/blob/master/Report/egpaper_final.pdf

I achieved real-time mesh reconstruction of dynamic scenes using a multi-view camera setup based on three RGB-D cameras.

Education

TUM: Chair of Robotics, Artificial Intelligence, and Real-time Systems Oct. 2021 - Mar. 2022
Master's Thesis

Vision-Based Continual Reinforcement Learning for Robotic Manipulation Tasks

Grade: 1.0

<https://github.com/MarcelBruckner/CDN/blob/main/master-thesis.pdf>

I merged techniques from continual learning and reinforcement learning on a single arm robot in a monocular camera setting and developed a hypernetwork-based approach to train the robot using only observations from a single camera.

TUM School of Computation, Information and Technology Apr. 2019 - Mar. 2022
Master's Degree

Informatics: Games Engineering

Final grade: 1.6

<https://www.cit.tum.de/en/cit/studies/degree-programs/master-informatics-games-engineering/>

My specialization is in computer vision, machine learning, deep learning, and robotics. I conducted practicals and research projects on autonomous driving and robotic applications, applying my knowledge and skills.

TUM: Chair of Software and Systems Engineering Apr. 2018 - Oct. 2018
Bachelor's Thesis

Recognition of Generated Code in Open Source Software

Grade: 1.6

<https://www.cs.cit.tum.de/en/sse/homepage/>

I collaborated with CQSE GmbH and researched on using a suffix tree-based approach to identify generated code. We implemented and evaluated it on a substantial collection of open source software. My approach was added to their product Teamscale.

TUM School of Computation, Information and Technology Oct. 2015 - Mar. 2019
Bachelor's Degree

Informatics: Games Engineering

Final grade: 2.1

<https://www.cit.tum.de/en/cit/studies/degree-programs/bachelor-informatics-games-engineering/>

I gained a comprehensive understanding of computer science fundamentals. This included software engineering, algorithms, mathematics, databases, and distributed systems. Additionally, I specialized in computer graphics, physics simulations, augmented/virtual reality, AI, and autonomous driving.

Augsburg University Oct. 2014 - Mar. 2015
Bachelor's Degree

Mathematics

<https://www.uni-augsburg.de/en/>

During my studies of mathematics with the minor subject computer science I found my passion for computer science and decided to switch to TUM.

Other Work Experience

Blitz Club

Jul. 2022 - Today

Club Coordination

Blitz Club

<https://www.blitz.club/>

As the club coordinator I am responsible for ensuring a productive work environment for the bar and runner teams.

Parktheater Kempten

Sep. 2013 - Feb. 2020

Barkeeper & Runner

Parktheater Kempten

<https://www.parktheater-kempten.de/>

I was responsible for preparing and serving beverages, maintaining the bar area, and ensuring a positive customer experience.

Projects

Home Surveillance System

Mar. 2023 - Today

<https://frigate.marcelbruckner.info>

I implemented a surveillance system in our home with AI-based tracking and recording of the foster dogs we care for.

Google Coral, Frigate, Homelab, Reolink

6-Minute Diary

Feb. 2024 - Today

<https://github.com/MarcelBruckner/6-Minuten-Tagebuch>

In my journey to a more self-aware and reflected life I started journaling my mood in a 6-Minute diary. I implemented a digital version of the book which I host on my homelab.

React, TypeScript, Python, FastAPI

Homelab

Jan. 2024 - Today

<https://home.marcelbruckner.info>

I'm building my own homelab based on spare and new server parts. I serve a multitude of services to my friends and family.

Docker, Docker Compose, Server Hardware, Networking, Authentication

Personal Blog

Nov. 2023 - Today

<https://marcelbruckner.info>

I host my personal blog via GitHub Pages and serve my Technology Radar and personal knowledge base via Obsidian.md.

Volunteering

Animal Friends of Kissamos

Mar. 2024 - Today

Foster Home

<https://afkissamos.gr/>

Me and my partner give a foster home to saved stray dogs. The stray dogs are brought to Germany from Greece. They reside with us until a forever home is found.

Registered Donor

Jul. 2012 - Today

Blood Donor, Stem Cell Donor, Organ Donor