

DAVID VINCENT FISCHER

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GOAL

Those who achieve all their goals have chosen them too low. - The well-known quote from an Austrian conductor sums it up. I pursue the idea of contributing something big to the IT world of our time. That requires motivation, ambition, and fun at work; Qualities that I bring to the world of work and which I like to share with colleagues.



EDUCATION

High school | Albert-Schweitzer-Gymnasium Laichingen

VISITED 2007 - TO 2015

Additional training as a school paramedic on behalf of the ASB. Acquisition of the Latinum.

General higher education entrance qualification | ASG Laichingen

IN JUNE 2015

B.Sc. in Computer Science - Game Engineering | University of Applied Sciences Kempten

VISITED 2015-2020

M.Sc. in Game Engineering and Visual Computing | University of Applied Sciences Kempten

VISITED 2020-TODAY



PROFESSIONAL EXPERIENCE

Intern | falch GmbH

EMPLOYED BY FEBRUARY, MARCH, AUGUST 2017

Development of a Trojan early warning system for company-internal data. Setup, installation and management of devices in Active Directory.

Intern | EEB Eftaxias EDV Beratung GmbH

EMPLOYED BY OCTOBER 1ST, 2017 - TO FEBRUARY 28TH 2018

Conception and redesign of a cloud-based application in Java / JEE. Design with enterprise architecture, implementation of the concept in JEE development with Java Vaadin 7 and Hibernate. Project management with SCRUM

Working student | EEB Eftaxias EDV Beratung GmbH

EMPLOYED BY JUNE 21, 2018 - MID-2019

C# programming of frontend applications, Test management with Zeta Testmanagement Automated testing in JUnit

Working student | kasasi GmbH

EMPLOYED BY MARCH 9TH, 2020 - DECEMBER 31ST, 2020

Implementation of tests in ReactJS. Implementation and conception of interfaces with HTML, CSS, JavaScript and React JS. Analysis and fixing bugs in the React environment

Working student | University of Applied Sciences Kempten

EMPLOYED BY MARCH 1ST, 2021 – SEPTEMBER 31ST, 2021

Preparing datasets, implementing long-term consistency and contributing to a deep-learning framework

Working on my master thesis

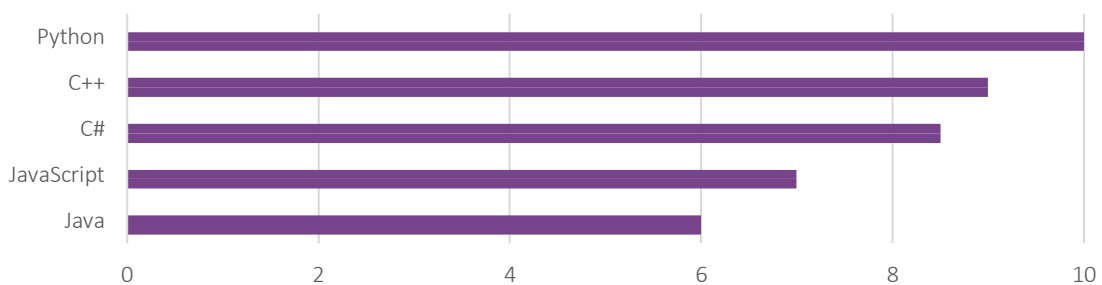


QUALIFICATIONS

- Strong knowledge of OOP
- Very good written and spoken English
- B.Sc. and M.Sc in Game Engineering
- Unity Engine
- Deep Learning
- User interface design
- 3D design, modeling, texturing, and rendering
- SCRUM
- Frontend development



PROGRAMMING LANGUAGES



ACTIVITIES

Since mid-2018 I have been working as a “Student Ambassador” in cooperation with the well-known company Riot Games, developer of the computer game “League of Legends”.

Also, since mid-2018 I have been successfully leading and actively involved in the “AK Gaming”, a club I founded at the Kempten University of Applied Sciences. It is the club with the most members. My goal is to offer students the opportunity to take part in gaming-related events and thereby make new friendships. Here I gained a lot of experience in a management role and the associated tasks and duties. In addition, during my internship and subsequent working student activity at EEB GmbH, I gained important experience in the organization of a team using SCRUM.

From 2020-2021 I worked at kasasi GmbH as a front-end developer. Here I was able to deal intensively with Javascript and React JS, while also using SCRUM in a daily basis. I gained essential skills with git and version control.

During my studies I worked extensively with the Unity Engine. A few fellow students and I developed a [virtual reality serious game](#) for psychotherapy, for which we won the German award: [“Computer Spiel Akademie: Games Preis”](#).

Beginning my master thesis in March 2021, I have extensively studied the deep learning field, where I am preparing datasets and writing python programs to improve a DL-framework.

For the period from October 1st, 2019, to September 30th, 2020, I was elected by the students of the Kempten University to be a member of the Faculty Council for Computer Science. During this term of office, my goal was meaningful distribution of tuition fees and the support of the students in my faculty in all aspects of their studies. Also, since winter semester 19/20 I have been traveling to trade fairs as a student ambassador for the Faculty of Computer Science to give interested parties an insight into the course.

Thanks to my commitment, e-Sports has been officially represented in our university sports since 2019. In this context, I managed and trained two of our five esports teams in the Uniliga Germany.