Michael Steurer



CONTACT

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PROFILE

During my education I focused on Machine Learning and multimedia and I enjoyed working on projects where I was challenged to analyze data. On top of that I enjoy building apps or websites in my spare time. Some of these I use as a solution to collect and visualize the overwhelming amount of information available.

ABOUT

Nationality

Italian

Date of Birth

31.12.1994

Gender

Male

WORK EXPERIENCE

Internship / 2016 and 2017

myGekko, Ekon Gmbh / Bruneck – Home automation Worked on the REST API, embedded devices, and their mobile App

C++

Internship / 2014

Autonome Provinz Bozen / Sterzing – Katasteramt Worked on the digitization of old documents.

Internship / 2012

Tischlerei Barth / Brixen – Carpentry Worked in the carpentry.

Internship / 2009, 2010 and 2011

RaBe OHG / Brixen – Interior Design Studio

Worked and assisted in the studio.

LANGUAGE SKILLS

German: C2 English: C1 Italian: B1

EDUCATION

Master of Science / 2018 - 2022

Graz University of Technology Focus on Machine Learning, Multimedia

Bachelor of Science / 2014 - 2018

Graz University of Technology Focus on Computer Science

Matura / 2008 - 2014 TFO Bruneck Computer Science

DEVELOPMENT SKILLS

Python
Swift / Objective-C
HTML / CSS
Javascript
PHP
C, C++, C#
Java, Scala
SQL

ADDITIONAL SOFTWARE SKILLS

Affinity Designer Affintiy Photo Adobe Lightroom

SELECTED WORK FROM MY STUDY

A Framework for Player Profiling and Adaptation in a Jump'n'Run Game / 2021 - 2022

Master's Thesis

By analysing the behaviour of players' of the game, games can be adapted to better fit the their expectations. The thesis explores this on the example of a Jump'n'Run game specifically adapted fordata collection.

C#, Python, Web, PHP

Automatic Gametesting / 2018

Bachelor's Thesis

Automated playtesting of a simulated Line Runner game. Monte-Carlo generation simulates randomly generated levels. The playability of the levels are further analysed.

C#, Python, Web, PHP

Data Analysis of genius.com / 2019

Social Media Technologies Lecture Group Project

Data analysis on genius lyrical and artist data. Closer investigation with an emphasis on the artists' relational information.

Worked as part of a group on the crawling and analysis tasks of the website's data.

Python

APP DEVELOPMENT

Film Logbook App / since 2020

An app to manually log the camera's EXIF data for film photographers.

Worked on concept and implementation.

iOS, Swift, SwiftUI

NewsFlash RSS Reader App / since 2019

A RSS reader app written in SwiftUI that can receive custom push notifications.

Worked on concept and implementation.

iOS, Swift, SwiftUI, Python

PERSONAL INTERESTS

Hiking Photography

FlashCards App / since 2021

A flashcard learning app written in SwiftUI. Worked on concept and implementation. iOS, SwiftUI

Timelapse App / since 2020

An app to create longform timelapses consisting of images taken over a longer timespan. Images are aligned using the OpenCV framework.

Worked on concept and implementation.

iOS, Swift, UIKit, OpenCV

Orbit Game / 2015 - 2019

A space based puzzle game developed for iPhones. Concept and development done as a group project.

Worked on concept and implementation.

iOS, Swift, SpriteKit

Pensplan App for iOS / 2012 - 2013

Development of the iOS App for Pensplan. Objective-C

WEB DEVELOPMENT

mich312.com / since 2016

Personal Website to list some of my own work.

Worked on the design and development of the entire site

HTML, CSS

Covid Südtirol Dashboard / since 2020

covid.mich312.com

Development of a dashboard for visualizing the covid numbers for different localities of South Tyrol based on the raw data publicated by Sabes.

Worked on the design and development of the entire site.

HTML, CSS, Javascript, PHP, Python

proiec.org / 2019 - 2022

A group project of developing a course management system.

Worked mostly frontend development, and also certain parts of the backend regarding course registration.

HTML, CSS, Javascript, PHP

pnrscolthing.com / 2015

Website for a clothing Label consisting of a blog and a custom content management system.

Worked on the design and development of the entire site

HTML, CSS, Javascript, PHP