Torben Steegmann

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GitHub: https://github.com/TorbenSteegmann

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GENERAL INFORMATION

Date of birth: 04/18/2000
Place of birth: Hong Kong
Nationality: German

TECHNICAL SKILLS

- Advanced knowledge of C++
- Physics simulation
- Graphics programming
- Proficient in most common languages like:
  - Java
  - Python
  - C

SOFT SKILLS

- Strong interpersonal communication
- Teamworking skills
- Flexibility
- Desire to learn and improve
- Ambition

PROJECTS

- Physics Simulations
  - Classical Dynamics
  - Quantum Dynamics
  - C++
- Game Development
  - OpenGL/C++
  - UE 5
- Ray Tracing Engine
  - C++
- Software Verification
  - C++

CAREER OBJECTIVE

Dedicated, project-driven student with a strong passion for physics simulation and computer graphics. Eager to apply and enhance my skillset through real software applications. Excited about the prospect of learning from experts in the field and the opportunity to contribute to the creation and improvement of software.

EDUCATION

02/2025 – 06/2025
- **RWTH-Ambassador**
  Tsinghua University, China

10/2023 – 03/2026
- **M.Sc. Computer Science**
  RWTH Aachen University

04/2020 – 09/2023
- **B.Sc. Computer Science**
  RWTH Aachen University

10/2018 – 03/2020
- **B.Sc. Applied Computer Science**
  Ravensburg-Weingarten University of Applied Sciences

07/2018
- **Abitur**
  Cornelius-Burgh-Gymnasium Erkelenz

WORK EXPERIENCE

04/2024 – 07/2024
- **Internship: Virtual Reality Lab**
  - Development of VR applications

10/2022 – 01/2023
- **Internship: Cyber-Physical Mobility Lab**
  - Implementation of an Autonomous Package Delivery System