

Martin Weiss

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EDUCATION

Otto-von-Guericke-University Magdeburg

M.Sc Computer Science

2022-2025

- Thesis on the evaluation of robustness of LLMs in code generation, graded 1.0
- Cumulative Grade: 1.1, with distinction

B.Sc Computer Science

2018-2022

- Thesis on Object Detection integrated in an Android App, graded 1.0
- Cumulative Grade: 2.0

WORK EXPERIENCE

Robert Bosch GmbH

Renningen, DE

Master's Thesis

November 2024-May 2025

- Research and Development: Designed a Python framework for evaluating the robustness of large language models in code translation from C to Rust.
- Conducted comprehensive data analyses on the robustness of various large language models.
- Contributed to a Bosch research paper, including a patent application related to LLM robustness evaluation.

highstreet technologies GmbH

Berlin, DE

Fullstack Developer (working student)

April 2021-October 2024

- Mobile Development: Designed and developed an Android app in Java for documenting mobile site surveys, to streamline field data collection.
- Research and Development: Authored a bachelor thesis on object detection utilizing PyTorch and Flask, enhancing the Android app with object detection capabilities.
- Backend Development: Developed and maintained a robust backend using Spring Boot, Java, and Hibernate.
- Process Automation: Implemented a proof of concept using the Camunda Spring Boot library to streamline the Link Engineering workflow.
- Scripting and Automation: Developed scripts for MariaDB databases and analyzing version control in a React project, enhancing workflow efficiency.

GEYER Electronic

Munich, DE

Freelance Project Cross-Platform App Development

April 2023-July 2023

- Developed the GEYER Y-Design App, a simulation tool for GEYER Electronic that aids in designing and optimizing electronic circuits using the right oscillating quartz.
- Designed an intuitive user interface that simplifies user interactions, featuring easy navigation and options to save or print design parameters.
- Released cross-platform builds for Windows, Android, and iOS to ensure broad accessibility.

UNIVERSITY PROJECTS

N-Person Chess

2023-2024

- Collaborated in a team to develop a web-based multiplayer chess game. I focused on the frontend, utilizing NextJS to develop a responsive interface connected via WebSockets to a backend handling game logic. The game featured a hexagonal board and custom pieces, and adhered to clean coding standards such as SOLID, Git Flow, or CI/CD.

Cross-Platform MVP

2023-2024

- Developed an MVP for a cross-platform mobile app aimed at supporting long COVID patients, implemented in Flutter. Designed to validate PMF (Product-Market Fit) hypotheses through enhanced user engagement and accessibility.

SKILLS & INTERESTS

Technical Skills: Python, Java, Spring Boot, Hibernate, TypeScript, JavaScript, Dart, SQL, HTML, CSS, Tailwind, Flutter, NextJS, PyTorch, TensorFlow, Flask, FastAPI, Docker, Git, MariaDB, PostgreSQL, iOS, Android, Linux, Windows, Figma

Languages: German (native), English (fluent) **Interests:** Software Development, Machine Learning, Music Production