Simon Döhl

Master's Student in Computer Science

Passionate gamer and aspiring developer with a focus on game development and artificial intelligence.

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My Website
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EDUCATION

M.Sc. Computer Science (In Progress)

University of Tübingen

2024 - Present

Courses

- Neural Data Science
- Massively Parallel Computing (CUDA)
- Reinforcement Learning (TDMPC Agent)
- AI Thumbnail Selection/Generation with CLIP and Stable Diffusion

B.Sc. Computer Science

University of Tübingen

2021 - 2024

Courses

- Thesis: “Development of a CARLA-Based Framework for Automated Creation of Collective Perception Datasets”
- Extensive coursework in Computer Science and Mathematics

SKILLS

Godot/GDScript | Unreal Engine 4

Python | C++ | CUDA | Scala

Git & Version Control | WSL

Native German | Fluent English

HOBBIES

Coding | Open Source | Games (digital & tabletop)

EMPLOYMENT

Tutor

Technische Informatik 3 – Microcomputer Lab

2022 - 2023

University of Tübingen

Achievements/Tasks

- Guided students through lab exercises
- Helped with understanding core computer concepts

PROJECTS

BooleanClip (Research Project) *(2025 -)*

- Framework for training different ML models to compare strings of different modalities
- Inspired by CLIP and SigLIP

MediaEater *(2025 -)*

- Android app for tracking movies, anime, and more
- Unified tracking platform across multiple media types

Tü-Search *(2025)*

- Search engine with crawler, retriever, and frontend
- Designed for easy adaptation beyond Tübingen topics

AI Object Detection *(2024 - 2025)*

- YOLO-based object detection framework
- Extendable to custom object classes and models

FairSweeper *(2024 - 2025)*

- Modified Minesweeper implemented in Effekt
- Includes solver to enforce fairness rules

Bachelor’s Thesis *(2024)*

- Automated generation of autonomous driving datasets
- Implemented in Python, C++, and UE4/CARLA
- Procedural environment generation in UE4
- Vehicle simulation and large-scale data collection

Ruin Delve (Game) *(2024)*

- Godot-based game exploring lighting and procedural noise

Aquaflame (Game) *(2023 - 2024)*

- University project in Godot/GDScript
- Implemented core game logic and mechanics
- Designed UI and in-game menus