

Alhasan Ramadan

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SUMMARY

Computer science student (Ulm University), working student for digital twin and system integration at Siemens Mobility. Unity, C#, BIM/IFC, ONVIF/RTSP, GitLab CI/CD; multiple award-winning software projects.

PROFESSIONAL EXPERIENCE

Siemens Mobility | Ulm

July 2025 – present

Working Student – Digital Twin & System Integration Developer

- Automated **BIM-to-simulation pipeline**: IFC parsing via a self-developed CLI/UI tool (GitLab CI/CD) to place subsystems inside the Unity digital twin.
- Implementation of an **ONVIF server** with NVR emulation and **RTSP streaming** (MediaMTX) for live simulation of security cameras, accessible through industrial VMS platforms.
- LLM-integrated scenario engine**: natural-language input is translated rule-based into JSON configurations for Unity simulations.
- Modular **Unity scene architecture** (bootstrap, additive scenes) for scalable, cross-project digital twin deployments.
- Multi-layer **UML architecture documentation** (Draw.io) for diverse stakeholders.

KarriereLab | Ulm (remote)

May 2026 – present

Founder of the content initiative KarriereLab (self-employed)

- Short-video analyses of public company data (company analysis, skill derivation); posts with more than **15,000 views in 24 hours**.

Ulm University | Ulm

October 2024 – February 2025

Tutor for Fundamentals of Computer Engineering

- Weekly supervision of an exercise group, including preparation of the exercise sessions.
- VHDL**, digital logic and automata theory; individual support for students.

PROJECTS

Battlefront Tactics | Godot, C#, Scrum, GitLab

January 2025 – July 2025

Turn-based multiplayer strategy game, developed in a team over two semesters following a complete Scrum process (software project at Ulm University).

- 1st place Software Engineering Award** (sponsor: Liebherr), **2nd place in the AI tournament**.
- Unit placement, tournament mode and a separate AI mode with autonomous agents.

Starfighter Alliance | Godot, GDScript, GitLab, LaTeX

October 2024 – December 2024

Solo project: endless flying game with a complete software engineering lifecycle from specification document (UML, risk analysis) to implementation.

- 1st place "Best Individual Project"** at Ulm University (sponsored by Liebherr).

EDUCATION

Ulm University | Ulm

October 2023 – present

Bachelor of Science in Computer Science

Valentin-Heider-Gymnasium | Lindau

September 2019 – July 2021

Abitur (German university entrance qualification)

SKILLS

Programming Languages

C#, GDScript, VHDL, Assembly

Tools and Technologies

Unity, Godot, Git, GitLab CI/CD, BIM/IFC, ONVIF, RTSP (MediaMTX), XProtect, LLM Integration, UML (Draw.io), LaTeX

Methods

Scrum, agile development, software architecture, system integration, user stories, project planning, team coordination

Languages

German (C2), English (C1), Arabic (basic)

Other

Class B driver's license

CERTIFICATES

Generative AI Fundamentals | Microsoft and LinkedIn

February 2026

Foundational C# with Microsoft | freeCodeCamp

January 2025

Lego Scrum Workshop | Ulm University

January 2025

Certificate in Advanced English – C1 Advanced | Cambridge English

July 2021