

Robert Kirsammer

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EDUCATION

- 09/2020 – 07/2026 **Ernst-Reisinger-Gymnasium – Landheim Ammersee, Schondorf, Germany**
- Abitur (German university entrance qualification), final grade 1.7
 - Boarding school with language and business/social sciences tracks
 - Examination subjects: History, Mathematics, English, German, Politics and Society
 - Research seminar in Art (focus: generative AI in art)
 - Project seminar: Model United Nations (BIGMUN, Copenhagen)
- 09/2016 – 07/2020 **Gymnasium Donauwörth (secondary school)**

PRACTICAL EXPERIENCE & PROJECTS

- since 2021 **Personal software and IT projects**
- Personal website robert-kirsammer.com (Rust backend, SvelteKit frontend, cloud hosting)
 - Web platform with API backend, web frontend, and macOS app in development; more on github.com/x1f4r
 - First projects from year 9, including a Python face tracker based on an AI model
- 2022 – 2026 **Event technology team (school club)**
- Ran sound, lighting, and stage technology for the weekly school assembly and other school events – around 150 events in total
- 02/2023 **Student internship – aconitas GmbH, Mertingen (IT services provider)**
- Two-week internship followed by an apprenticeship offer; insights into IT services and corporate IT, hands-on work with Windows Server
- 2020 – 2023 **Robotics and programming workshop (school club)**
- Programming projects, including with the Unity game engine
- 2020 – 2023 **Photography and film workshop (school club)**

ACTIVITIES & AWARDS

- 06/2026 **Abitur Prize in History**
- Awarded by the Association of German Historians (VHD)
- 2022 – 2026 **Scholarship holder, Dr. Stephan von Katona Memorial Foundation**
- Dieter Unbehend Prize of the foundation for achievements in History (2026)
- 2024 – 2025 **Pen-and-paper role-playing workshop (school club) – game master**
- Led the workshop; recognition award for outstanding commitment
- 2020 – 2023 **Student council (“Ring”)**
- Elected year-group representative; mentor and buddy for younger students

SKILLS

- Programming Python, C++ (basic proficiency); game projects in Unreal Engine 5, Unity, and Godot
- Systems macOS as daily driver, Linux on servers (incl. Arch, NixOS), Windows experience; Git, Docker; built several home servers, from Raspberry Pi to Proxmox VE
- AI tooling Conception, architecture, and implementation of software and tool projects with AI-assisted development
- Media Digital image and video editing; event and sound engineering
- Languages German: native · English: C1 (CEFR) · French: B1+/B2 (CEFR)

INTERESTS

AI / deep learning · software development · macOS/Linux · sci-fi and fantasy