

Leon Fuessner

Researcher · Systems Engineer · Software Developer Brisbane, Australia github.com/leonidaas

linkedin.com/in/leon-fuessner-bab212170 x.com/leon_fuessner

SUMMARY

Software engineer with 7+ years shipping code across mobile, VR/AR and automated driving systems — from refactoring Android apps with 100K+ users, to prototyping BMW's Vision Pro experiences, to building digital twins for self-driving vehicles. Now researching how to make remote vehicle supervision safe and effective.

PUBLICATIONS

- 2025 **Interactive Visualization of Real-World Automated Driving Data using AWSIM and VARJO-XR4**
Leon Sebastian Fuessner, Togtokhtur Batbold, Ronald Schroeter, Sebastien Glaser —
AutomotiveUI '25 Adjunct: Adjunct Proceedings of the 17th International Conference on
Automotive User Interfaces and Interactive Vehicular Applications. ACM, 2025, pp. 323–325.
[doi:10.1145/3744335.3758969](https://doi.org/10.1145/3744335.3758969) <<https://doi.org/10.1145/3744335.3758969>>

A high-fidelity interactive visualization of real-world automated driving data. Sensor data (LiDAR, camera, GPS) recorded on the Mount Cotton closed circuit near Brisbane is replayed and synchronised with a Unity-based simulation of the same environment, then explored in VR through a VARJO-XR4 headset — making edge cases inspectable, safely and repeatably.

EXPERIENCE

- 2025 – present **Researcher & Software Developer**
Queensland University of Technology · Brisbane, Australia
- Research on remote operation and digital twinning for automated vehicles
 - Simulation pipelines with Autoware, AWSIM and ROS 2
 - VR/AR road safety research — preventing accidents through immersive simulation
 - Built a digital twin of real-world terrain from recorded sensor data
- 2023 – 2025 **Software Developer**
MaibornWolff GmbH · Munich, Germany
- Client projects for STIHL and BMW
 - 3D VR/AR programming and prototyping for BMW — Swift, SwiftUI, Apple Vision Pro, Unreal Engine, Meta Quest Pro
- 2021 – 2023 **Android Developer (Freelance)**
Droid-Dojo · Remote
- Projects for Deutsche Bahn and Joyn
 - Private project built entirely with Jetpack Compose

- 2020 – 2021

Android Developer

myposter GmbH · Munich, Germany

 - Multi-module Android app in a two-person team
 - Migrated from RxJava2 to Coroutines
 - Photo book and calendar creation features; intelligent photo album service in Python
- 2019 – 2020

Android Developer

Spontacts GmbH (Jochen Schweizer) · Munich, Germany

 - Refactored the Spontacts app (100K+ MAU) to Kotlin and GraphQL
 - Shipped a new group feature — Java, Kotlin, GraphQL, Node.js, Firebase, MVVM
- 2017 – 2020

Software Developer — Apprenticeship

Jochen Schweizer Technology Solutions · Munich, Germany

 - IT Specialist in Application Development (Ausbildung)
 - Android app for a voucher management system — Java, Kotlin, MVC, Dagger

EDUCATION

- 2025

Bachelor's Thesis in Computer Science

Queensland University of Technology
- 2021 – 2024

Bachelor of Science in Computer Science

Ludwig-Maximilians-Universität Munich
- 2024

Study Abroad Semester

Universidad de Sevilla
- 2017 – 2020

IT Specialist in Application Development

Vocational School for Computer Science Munich

SELECTED PROJECTS

- **Digital twin & remote operation research** — simulation pipelines for automated vehicles
- **Game Memory Manipulation** — reverse-engineering CS2; helper tools in C++ with x64dbg and Cheat Engine
- **RoboRally** — board game rebuilt as online multiplayer with Java and JavaFX
- **GDG Munich talk** — Android Paging with GraphQL

TECHNICAL SKILLS

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|-----------------------|--|
| Primary | C++ (systems, performance), Python (deep learning, simulation), ROS 2, Autoware, AWSIM |
| Simulation & robotics | Unity3D, Unreal Engine, digital twin pipelines, real-time systems |
| Learning | Reverse engineering (x64dbg, Cheat Engine), x86-64 assembly, memory manipulation |
| Proficient | Kotlin, Java, Android, C#, Swift, SwiftUI |

Familiar JavaScript, Node.js, GraphQL, Docker, AWS, GCP, Linux

LANGUAGES

German (native) · English (fluent) · Spanish (intermediate)