

# Oliver Ruepp

Research Assistant

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## Personal Information

Birthdate 23.11.1979

Birthplace Munich, Germany

Nationality German

Marital Status unwed

## Education

since May 2007 **Doktorarbeit/PhD**, *Technische Universität München*, München.

2003–2007 **Diplom/Diploma**, *Technische Universität München*, München.

Final Grade: 1.2

Fall 2004 **Semester abroad**, *University of Illinois at Chicago*, Chicago, USA.

Grade Point Average for three taken courses: A

2001–2003 **Vordiplom/Intermediate Diploma**, *Technische Universität München*, München.

Final Grade: 1.4, among best 6%

1990–1999 **Gymnasium/Secondary School**, *Max-Born-Gymnasium*, Germering.

Final Grade: 2.3

1986–1990 **Grundschule/Elementary School**, *Wittelsbacher Grundschule*, Germering.

## Research Interests

computer vision 3D reconstruction techniques, structure tracking.

sensor fusion Fusion of multi-sensor input for robust estimation and prediction.

surface modeling Modeling deformable surfaces, approximative physical models.

optimization Non-linear optimization techniques.

theoretical computer science Complexity theory, formal languages and automata.

## Work Experience (academic)

since May 2007 **Lab Course Supervision**, *Technische Universität München*, München.

Supervision of lab course "Lego Mindstorms NXT Robot Challenge." See <http://www6.in.tum.de>.

since May 2007 **Teaching Assistant**, *Technische Universität München*, München.

Responsible for exercises accompanying "Robotik" (robotics) lecture. See <http://www6.in.tum.de>.

## Work Experience (non-academic)

2002–2003 **Web Developer**, *Gamerswear*, Augsburg.

Development and maintainance of an online shop.

See <http://www.gamerswear.com>.

1996–2001 **Network Administration, Programming**, *Axel Ruepp Rätselservice*, Gräfelfing.

See <http://www.raetselservice.de>.

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## Languages

German	<b>Native</b>	
English	<b>Very good</b>	<i>Many journeys in English speaking countries.</i>
French	<b>Basic</b>	<i>Five years of French classes in secondary school.</i>
Japanese	<b>Elementary</b>	<i>Currently taking classes at Technische Universität München.</i>

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## Computer skills

OS	Linux, Mac OS X, Windows	scientific	Matlab, Maple, Maxima
programming	JAVA, C/C++	scripting	PHP, Shell
web design	HTML, CSS	database	MySQL

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## Interests/Hobbies

sports	Several, including soccer, basketball, climbing, and skiing.
travelling	I am very interested in exploring different countries and cultures.
music	Playing guitar.

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## Publications

Hermann Gruber, Markus Holzer, and Oliver Ruepp. Sorting the slow way: An analysis of perversely awful randomized sorting algorithms. In Pierluigi Crescenzi, Giuseppe Prencipe, and Geppino Pucci, editors, *FUN*, volume 4475 of *Lecture Notes in Computer Science*, pages 183–197. Springer, 2007.

Markus Holzer and Oliver Ruepp. The troubles of interior design—a complexity analysis of the game heyawake. In Pierluigi Crescenzi, Giuseppe Prencipe, and Geppino Pucci, editors, *FUN*, volume 4475 of *Lecture Notes in Computer Science*, pages 198–212. Springer, 2007.

Oliver Ruepp and Darius Burschka. A geometrically inspired approach to active view planning. 2008.

Dominik Steinhauser, Oliver Ruepp, and Darius Burschka. Motion segmentation and scene classification from 3D LIDAR data. *Intelligent Vehicles Symposium, 2008 IEEE*, pages 398–403, June 2008.